

RESIDENT EVIL 2 UPDATE: All-new screens and info!

FINAL FANTASY VII SECRETS: The stuff you **DIDN'T** know!

PSM

100% Independent PlayStation Magazine

**FIGHTING
FORCE** Lid
Sticker **FREE**
Inside



MEGA MAN GOES 3-D!

Giant **Mega Man Neo** preview—
Over 40 exclusive screens!
PLUS: Mega Man X4 tip card!

TOKYO GAME SHOW '97

First look at next
year's hottest games!

HOT Sequels:

Jet Moto 2
Crash 2
Gex 2
Tomb Raider 2
NBA Live '98



NOV. '97
ISSUE 3 **imagine**

\$5.99 US \$6.99 CAN



To call it a driving game is
It's more like a flight



SONY



PLAYSTATION 2



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misleading.
simulator.



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EPIC SPACE CONFLICT



Out with the new, in with the old— The classic games are back!



When I first picked up my PlayStation,

I was blown away by the 3D graphics, and I didn't want to waste my time on any of that "old 2D stuff." A billion 16-bit copy-cat platforms will have that effect on a guy. But now that I've had over two years to get used to the "next generation" of gaming, you know what? I really miss the old stuff!

Apparently, a lot of you feel the same way. PlayStation gamers went out in droves to buy *Mega Man 8* when it went on sale last March,

causing the game to quickly sell out nationwide. *Mega Man X4* is expected to do even better, plus, the early response to *Castlevania: Symphony of the Night* has been awesome. And the retro trend is just getting started—

next year we will see new

PlayStation versions of *Dragon Quest* and *Metal Gear*, along with the start of the third *Mega Man* series, *Neo*.

Put these games together with the newer franchise titles like *Resident Evil 2*, and 1998 is quickly shaping up to be the year of the sequel!

Bottom line: if a game was great before, it can be great again. And with the power of the PlayStation, old classics will become tomorrow's favorites.

► **CHRIS SLATE, EDITOR**



Remember *Strider*? He's missed, but Capcom's *Strider* got about 100,000...



A *Strider* just as much as *Final Fantasy* in Japan, U.S. players may finally see the return of *Dragon Quest VII* on PlayStation.



**"WITH THE POWER OF THE
PLAYSTATION, OLD
CLASSICS WILL BECOME
TOMORROW'S FAVORITES."**

WHERE ARE THEY NOW?

These games are all from classic series, but not one of them has made the jump to a next generation console. It's about time somebody spoke up for these guys. Developers, take note.



GHOSTS & GHOSTS Rumored to be in the works for N64, but what about PS?



BIONIC COMMANDO The "bionic arm" is still a unique idea, and still great fun.



PLANTERHOUSE This game's creepy B-movie game has made it a cult favorite.



NINJA GAIDEN A lot of NES series, but nothing has 16-bit—what happened?

THIS MONTH'S COVER

Every issue, we match the best games with today's hottest illustrators to create the PSM cover. We take pride in creating quality original artwork, to present our magazine at the highest possible level.

This month we are proud to work with Adam Warren, a long-time favorite of ours here at PSM. He is one of the few American illustrators who can completely capture the true style and feeling of Japanese manga and anime. He recently completed a three-issue story for *Gen 13* Bootleg, and you can look forward to seeing more of his work over at Image soon.

From this start, we wanted to showcase both the new *Mega Man* from Hase, and *Zero* from *Mega Man X4*. Adam's first double was our perfect.



We intended to have both characters jumping, but we ran out of space, and *Mega Man's* legs wouldn't fit. So, a new pose was called for.



Finally, we added the "shooting star" background that is a *Mega Man* classic. The glowing energy of *Zero's* blade and *Mega Man's* blaster is the only one in the series. You really can't see yourself, Adam!



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THE PSM TEAM: ▶▶▶▶



CHRIS SLATE

Editor In Chief

Type of Gamer: All Around
Current Faves: Mega Man Neo, Mega Man X4, Resident Evil 2, NBA Live '98
Hobbies: Comics, Basketball, Movies
Most Wanted Game: Metal Gear Solid

This Thanksgiving, I'm thankful for...

My Parappa music CD, Lunchtime basketball, 99-cent Big Macs, the almighty power of Mountain Dew, shorter load times, video-game years, and my giant new TV. Oh, and a great new magazine with an excellent staff!

STEPHEN FROST

Reviews/Previews Editor

Type of Gamer: Fighting, RPG, Racing
Current Faves: Street Fighter EX Plus, Play Poy, Marvel Super Heroes
Hobbies: Anime, Movies, Comics
Most Wanted Game: SF Vs. X-Men

This Thanksgiving, I'm thankful for...

7 of 9. She's the greatest thing to happen to the Star Trek universe. You have to appreciate an actress who would wear a one-piece silver body suit on national television! Oh, and I guess I'm thankful for family and stuff, too.



NOAH MASSEY

Strategy/Features Editor

Type of Gamer: Racing, Sims, "Weird" stuff
Current Faves: Colony Wars, RML, Powerplay '98, G. Police, Armored Core
Hobbies: DJ-ing trip hop, niche models
Most Wanted Game: Star Fleet Academy

This Thanksgiving, I'm thankful for...

No Crow videogame sequels, 25-cent sodas in the lunch room at work, my PlayStation and my wife, who lets me play it all night, and those dual analog controllers that make the games just so much better.

BILL PARIS

Japanese Correspondent

Type of Gamer: Fight Combat, Fighting
Current Faves: Enhancer, Bloody Roar, Hyper Beast Dual, Namco Museum Encore
Hobbies: Hong Kong movies, collecting CDs
Most Wanted Game: Tenchu

This Thanksgiving, I'm thankful for...

My fiances, my family and friends, Japan-only PlayStation feedback dual analog controllers. Bust a Move 2, Parappa clothing, Metal Gear Solid phone cards, Jolt Cola Candy, Wu-tang, Jet Li, ECW, & South Park.



CHARLES FROHMAN

Managing Editor

What he does: Enforces unbreakable deadlines on the sorry gomers you see pictured above.
Mutant Power: Charles' mutant power allows him to bash us with his bat and feel no remorse.

Charles' Quote of the Month: "Quit bleedin' on my bat, sucka!"



EUGENE WANG

Art Director

What he does: Puts pictures and text in "specific" areas and calls it an direction. Lacks muscles.
Mutant Power: Eug has the handy ability to lay out pages using only the raw power the human mind.

Eug's Quote of the Month: "Damn my power!"



GARY LIEW

Graphic Designer

What he does: Stays late hours designing pages for the best PlayStation mag.
Mutant Power: Gary's got it all—heat vision, invisibility, high-invisibility, and he can take up a fresh batch of PSM cookies in seconds flat!

Gary's Quote of the Month: "Get mek!"

PSM 3 NOV. 1997



PSM ALWAYS COMES FULLY LOADED

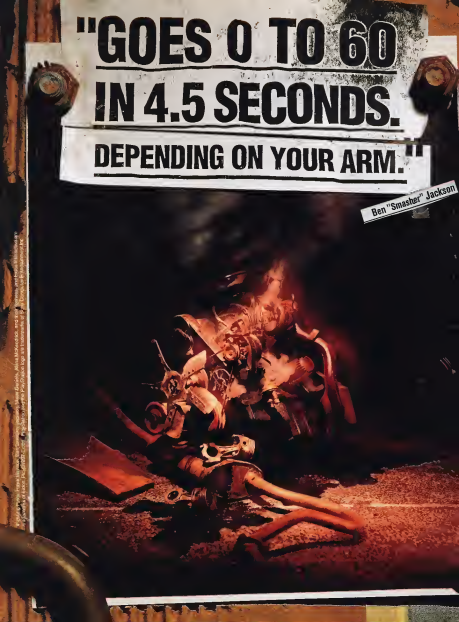


**"GOES 0 TO 60
IN 4.5 SECONDS."**

DEPENDING ON YOUR ARM."

Ben "Smasher" Jackson

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EIDOS
INTERACTIVE

You've been warned.

CORE

SAVE THE GAS MONEY.

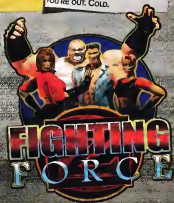
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BECAUSE POST-MILLENNIUM MAYHEM HAS STRUCK.
AND IT'S GONNA TAKE MORE THAN A SEMI-AUTOMATIC
TO SURVIVE THESE 3D MEAN STREETS, SUBWAYS AND
SCUM-FILLED CITY PARKS.

WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

JUST KEEP YOUR EYES PEELED,
BECAUSE ONE GOOD THROW AND
YOU'RE OUT, COLD.



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Accessorize Your PlayStation! Part 2

▶ PG. 74 ◀

After we managed to dig our poor Noah out of that giant pile, we found even more things for you to plug into your PlayStation!



Final Fantasy VII Stuff Ya Don't Know

▶ PG. 86 ◀

What's that? You haven't slept since you bought FFVII, and you've already played all the way through? Bet you didn't find everything.

Armored Core: Build the Best Mech—Producer's Advanced Tips

▶ PG. 82 ◀

That's right—we got the top three designs of Armored Core's U.S. producer, so get ready to wreak some serious havoc!



COVER STORY

MegaMania!

The little blue guy is back, and in a mighty big way with two new games! We've got the scoop on *Nec*, *Mega Man's* first 3D adventure, plus the full review and tip card for *Mega Man X4*!

▶ PG. 42 ◀



Colony Wars—The Ultimate Resource Guide

▶ PG. 90 ◀

Where to go, what to do, and how to get there—we've covered it all in this comprehensive guide to the amazing *Colony Wars* universe. You're now on your way to becoming a master pilot in *League of Free Worlds*!



MAIN MENU

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The best codes for all your PSXs!

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A sneak-peek at what's gonna be hot for next month

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We've got loads of great new PlayStation games for you to see. If you're hell as excited about the PlayStation as we are, then there's no time to spare! Just use the list below to go directly to the games you're interested in:

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Madden '98.....	pg. 26	Youngblood.....	pg. 65

PlayStation Party!

▶ PG. 34 ◀

Call your friends and clear out some space—it's time for a PlayStation party! We've got all the pro party tips for turning a night of just sitting around into a wild time to remember, so let's get it started!



DON'T SHOOT

Actual PlayStation Screen Shots.



From 3rd person view, span the horizon for your target.



Snap into sniper mode with the flip of a button.



Start zooming in.

With hundreds of enemy alien grunts and bosses waiting in ambush, saving the earth is an almost impossible task. Fortunately the revolutionary sniper mode evens the odds. Zoom in and target your prey from over two miles away. What was once just a speck on the horizon is now an enemy close enough to see the fear in its eyes. Whether or not it deserves to keep its head is your call.

- Six new arenas designed exclusively for the Sony PlayStation™ game console.
- An arsenal of unique and twisted weapons including bombs, grenades, homing missiles, parachutes, and much more.
- 60 arenas spread out over 6 massive mining cities.
- Full 3-D environment allowing 360 degree freedom of movement.



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...UNTIL YOU SEE THE GREENS OF THEIR EYES.



Keep going.



*Ahh. Bullets or
homing grenades?*



Homing grenades.



IT THINKS. THEREFORE IT KILLS.

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MONITOR

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playstation news, topics, and aa-bit culture



These days, daily news is only a click away on the Internet. But what you *can't* get online is PSM's exclusive in-depth coverage, with more details and extra info. We dig deep to find the *real* story behind the headlines.

Tokyo Game Show Fall 1997

PlayStation Games Galore at Japan's Biggest Event

The third Tokyo Game Show was held at the Makuhari Messe Japan Convention Center in Chiba Prefecture—regarded as the largest exhibition hall in Japan. TGS is roughly one-fourth the size of E3 in square footage (about the size of the Georgia Dome). It also differed from E3 in that after the first press and industry-only day, throngs of fans showed up for general admission the remaining two days. And the focus is just games—no other hardware or electronics.

Day One: Hot New Games and Dancing Girls

Day One was pretty quiet when the doors opened, with only exhibitors and press allowed on the show floor. The crowds picked up a bit around noon, eventually escalating to an extremely tame 14,365. It was probably about as densely populated as the typical third (and) day of E3.

A few game mascots were strolling the floor in large costumes, while a small army of scantily-clad petite women either handed out product pamphlets or danced in choreographed musical numbers on stage. Needless to say, the female element drew the most attention from the male-dominated showgoers, which in turn drew attention to the booth's products.

With stiff competition to try and show each other up, Square was the undisputed long-head of Capcom, Namco, and Konami. Square's amazing video wall showcased such great titles as *Front Mission Alternative*, *Front Mission 2*, *Enhancer*, *Chocobo's Mysterious Dungeon*, *Parasite Eve*, *Xenogears*, and a title unknown until the show—*Solara*. Unfortunately, there were no playable demos of *Chocobo's Mysterious Dungeon*, *Parasite Eve*, or *Solara*. Hudson was a strong second with its surprise title, *PSX Bomberman*, and its flagship game, *Bloody Roar*. Sony Computer Entertainment only showed two titles: *Formula One Championship Edition* and *Grand Turismo*, both racing games. Sony Music Entertainment only showed two titles as well: *Laguna Cool* and *Dam Dam Stomper*, but they distributed a

tr Square's Parasite Eve caught a lot of attention, thanks in part to its lovely leading lady.



The Tokyo Game Show was held at the Makuhari Messe Convention Center in Chiba, and lasted three days.



The inside of the show was quite a spectacle to see, with colorful lights, extravagant booths, costumed girls, and of course, an abundant supply of cool new games to try out.

disc with 30-second teasers of *Tenchu*, *Speed Power Gunbiki*, and *Escaper*. Capcom displayed playable demos of

its fighting games (*Marvel Super Heroes*, *Heroes vs Street Fighter*, and *Street Fighter Collection*), *Mega Man* series (*Rockman & Metal Heroes*, *Rockman Battle and Chase*, *Rockman Dash*, *Rockman X4*, and *Cyberbots*). Capcom also showed *Breath of Fire III* and *Resident Evil II*, the latter of which had its own movie theater. Konami's much-hyped-for *Metal Gear* was notably absent, but of note was its RPG *Other Life Azero Dreams*.

The Madness Ensues

Day Two was the first day open to the public. Around 6,000 Japanese lined up for a quarter mile to get a chance to play the games they've only read about or heard of up until now. Konami's and Square's booths were the most popular, with tons of people lining up right



A Sadly, the much-rumored Parasite 2 wasn't on display. However, we did learn that a two-player mode will definitely be included.

It's a Square World After All

No doubt about it, Square ruled the show. Gamers waited in line for hours just to catch a glimpse of its new titles.



Parasite Eve is very Resident Evil-like, and very good.



Chocobo's Mysterious Dungeon is Square's first dungeon, and it looks fantastic.



Solara was a total surprise, and it blew everyone away!



Chocobo's Mysterious Dungeon is an added bonus.

when the doors opened at 10am. This was amazing due to the fact that there were no lines the previous day. 52,894 people attended the show the second day, which was greater than E3 in density of people (bordering on fire hazard levels!) Coupled with the fierce Tokyo humidity and general lack of air conditioning wherever you went, and the show on Saturday became near-unbearable.

Although some still attended school that Saturday, many young people were there, a few parading around in costumes (known as cosplay in Japan) of their favorite videogame and anime characters. Lots of Street Fighter, King of Fighters, and Final Fantasy characters showed up. The most amazing costume was a Chocobo, in which the person's head was actually the Chocobo's behind, and the Chocobo's head and neck were connected to the person's back. When the person leaned over, the head would rise to full Chocobo height—pretty hardcore.

Namco's booth was the most disappointing—I had no playable demos of the Tekken 3 port or of Tales of Destiny. The latter game was shown via videotape. However, we had to wait through a giant line before getting rushed through in groups of twenty—without even a chance to stop and look at the screens! The only saving grace to Namco's booth was Kaze no Klonoa and Namco Museum Encore. Encore will be packaged along with the other five discs in a boxed set called Namco Games Chronicle, to be released in Japan on Oct. 30 for a low price of \$50.

Checking Out the Little Guys

Day Three was the most crowded, as it was the first day that kids didn't have to go to school. The lines to get in extended almost half a mile! We decided to avoid the swarms of Japanese school kids and hit all of the smaller developers. Most promising were Motorsports Software Technical Office's rac-

Sony's Gran Turismo Unveiled

Never heard of Gran Turismo? You will... a lot. Sony stunned the crowd when it unveiled this new racer at the show, and it's coming here early next year.



3 You can race a true simulation, or go all-out with arcade style.

4 New techniques provide the best lighting ever seen in a racer.

5 Is this interesting or too real though?

6 The easiest replay feature is very detailed, with true-to-life camera angles.

7 The sheer number of different cars alone (over 100) makes Turismo stand out.

ing game Optimum Tuning Car Battle, and Easley Staff's RPG Espionage. Koei, long of historical simulations, didn't disappoint with its Mon Musou Pledge of the Three Arrows and Nobunaga's Ambition General's Record offerings. In addition, the company displayed a Magic—the Gathering-style strategy game called Soul Master.

Although the first day's attendance was about 5,000 less than the 19,203 in atten-

dance last spring, Day Two had an increase of 4,600 people (up from 48,366). Day Three's attendance increased by 20,000, from 53,604 to 73,431 people. With a total of 140,630 showgoers over the three days, the Tokyo Game Show may someday be just as important to U.S. gamers as E3. And it's important that these Japanese shows continue to get bigger and bigger—so that we can keep going over there!



NOTES

Here are a few other notes of interest, including the latest up-to-the-minute information on everything PlayStation.

► And, first, Westwood Studios' "secret" to Command & Conquer will support the mouse and possibly even the joystick. The game has been completely redesigned and optimized for the PlayStation. It should be released mid-November.

► Sources at Koei have revealed that the company will be re-releasing Remnant of the Three Kingdoms. Unfortunately, no changes to the game will be made, which makes us wonder why Koei would want to release it again in the first place.

► To meet consumer demand, Sony has once again had to ramp up the manufacturing of PlayStation consoles. An estimated two million units will be produced each month, starting in October. This is the third increase in less than a year.

► In other PlayStation news, Sony has officially announced that over 20 million units have been manufactured worldwide. And as of July 31, 43 million units had been sold in the U.S.

► What will probably be hailed as the next great RPG, Capcom's Breath of Fire III has finally been confirmed for a U.S. release. You can expect the title to hit our shores in early 1996.

Continued on pg. 16 ►

HE PUT THE DEATH IN DESTRUCTION...

Overheating Problem Solved?

The PlayStation's notorious overheating problems that have plagued many users since its launch may now be solved with a new add-on peripheral called Game Ice. Developed by Consumer Benefits M.S.P., this patented (yet unlicensed, as of yet) product is said to pump 45 cubic feet of air through your PlayStation a minute. This is to keep the inner core at a low, optimum temperature. Claims have been made that, with

this device attached, you can leave your PlayStation on and sitting on a rug for over a week straight without it ever overheating or stopping! Filters block out dust and particles that could damage the internal components. It's appearance somewhat resembles a tailpipe attachment for the PlayStation. Game Ice is (at press time) still in negotiations with manufacturers and will not be seeing stores for some time. Until we get the chance to test one fully, we must remain a bit skeptical of its effectiveness. If it performs as promised, then the main cause of grief to PlayStation owners may be banished forever. **P**



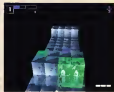
PlayStation's Value Grows

Most PlayStation owners know about Sony's current budget line of games. Basically, it's a collection of nineteen titles that have been reduced in price to at least \$29.99. From *Jumping Flash* to *Ridge Racer*, the collection already has something for any gamer, and the number of budget titles continues to increase. Sony is further upping the ante by planning to form a special "Power Price" line-up, starting with five key PlayStation titles: *NFL GameDay '98*, *Crash Bandicoot 2*, *Contra Strike Back*, *Parappa the Rapper*, *Bushido Blade*, and *Intelligent Qube*.

What's nice is that the suggested retail price will be no more than \$39.95, and some stores will be selling certain titles at even less. *GameDay* was the first "Power Price" title to be released, and it sold in most places for a mere \$34.95.

It seems strange that Sony would reduce the price on what could be one of its best-selling titles this year, but apparently the company feels that this is a way to further strengthen its console's value in the U.S. And it will. Because of the CD-based format, Sony can provide true savings for gamers that Nintendo's expensive cartridges can't match. Any way you look at it, this is certainly going to be a good Christmas for PlayStation owners. **P**

Even if you don't quite understand it, game line Parappa or I.Q., it's no risk at only \$9 bucks!



It even sums-fire his like *Bushido Blade* will enter the new "Power Price." Now you can buy these brand-new PlayStation hits for the price of one N64 game!

Sony Commits A Serious Syn

Kronos' Newest 3D fighter Is a PlayStation Exclusive

Some early PlayStation adopters may remember an early Kronos fighting game by the name of *Criticom*. The visuals were certainly nice, but the character animations and gameplay were simply inferior. Now, teaming up with Sony, Kronos hopes to correct its earlier mistake and create a true fighting game designed for fighting game fans.

Cardinal Syn is the name of the game, and PSM had a chance to take a sneak peek during a visit to Sony's offices. First and foremost, the game is completely 3D, and the graphics look great. The large backgrounds showcase quite a

few special effects, such as light-sourcing and transparencies in a lot of regards, the game looks like an N64 title. Players will be able to choose from eight characters, each with their own interactive stages and set of unique moves. As for the fight system, characters use the same style of chain combos found in *Criticom* and further refined in Kronos' N64 title, *Dark Rift*.

If *Cardinal Syn* is as successful as Sony hopes, then it may be the first in a long line of franchise fighters appearing on the PlayStation. And while it is far too early to judge the game, we here at PSM are confident that the title will spark quite a bit of interest in both the industry and fans in the months to come. **P**



Wicked Warriors

One of the more unusual characters is *Plague*. Resembling a rotting shaman, he uses his medicine clubs as weapons. Don't let his handicap fool you either, as he can move around pretty fast, even with only one good leg.

NOTES

continued from p. 35

The next game in the *Black Panther* series for PlayStation will be published and distributed by Electronic Arts. Midway developed and published all of the other games in the boxing strategy series. Look for a February 1999 release.

Delays have forced EA to push back the release date of *Star Wars: Episode I* for the first quarter of '99. One of the more unique titles to be released by EA, *Star Wars: Episode I* features a futuristic background and extensive use of special effects, including a variety of characters. The game combines 2D platform elements with some other unique twists.

As a side note, it looks like Squares upcoming PlayStation title, *Demomorphosis*, won't be making it to the U.S. after all. This is due to the fact that the game contains "sensitive religious issues" that may not go over well with U.S. gamers. Hopefully, Squares will change its mind.

TQI has recently announced that its latest credit agreement has been extended up to \$15 million. Previously the company has been limited to \$5 million, which greatly cut down on its product purchases. With the extra resources and some possible hit sales already on the way, it looks like this could be a very good year for TQI.

David Perry of Shiny Entertainment has said that all *Team Shiny* titles will be developed for the PlayStation first and then followed up by the PC release, instead of vice-versa. Upcoming releases include *Mechanic*, *Ry-Ry-Wire* and the highly anticipated *MDK 2*.

Yuhiko Okamoto, Capcom's Executive Director of Development, has created a new company called *Flagship*. The company's main responsibility is developing potentially successful game scenarios for publishers. Okamoto also is best known for his involvement in such popular franchises as *Street Fighter*, *Ikkyu Musou*, and *Resident Evil*.

Midway recently matched up two members of the original *Zero Tolerance* development team to create a new development group of its own. One of the group's members is *Yakuza*, the artist responsible for the design of *Late Craft*.



Net Yaroze Update

Your monthly source for the latest Yaroze news and reviews

Welcome to the latest update on Sony's Net Yaroze system. This month, we dive straight into one of the long-forgotten gaming genres—shooters. Only recently have shooters started appearing on the Yaroze. This is certainly due to the general lack of the genre on console systems. Why aren't more shooters released? We guess it's because many companies believe typical shooters are outdated, and that the gaming public would have no interest in them. They might have a point there. The standard overhead shooter is indeed outdated, but with new and innovative games such as those from Working Designs coming out, the genre still has a lot of life left in it. As for Yaroze shooters, some of them are doing a little innovating of their own...



TITLE: STG01
PROGRAMMER: HIDEKI HARA
ORIGIN: JAPAN

When looking at this game, you can't but help notice that it bears a strong similarity to RayStorm. Granted, the graphics aren't quite on level with the Working Design shooter, but STG01 plays just as well. No slow-down, either. The greatest thing about this game, however, is the fact that too much is never going on at one time. A lot of shooters seek to challenge the gamer simply by putting as much

activity on the screen as possible. Eventually, you can't keep up with everything and you die. Not so with STG01—the game challenges you by intelligently litening the screen with ships and bullets. You never feel overwhelmed, but your adrenaline will always be pumping.

Following its RayStorm motif, STG01 will have gamers flying over futuristic cities and even large bodies of water to face the game's numerous bosses. This is definitely a plus, considering most Yaroze shooters often lack any sort of boss. Overall, the game is very fun and extremely addictive.



TITLE: THE APPOINTED STATION
PROGRAMMER: UCHIYAMA
ORIGIN: JAPAN

You can just tell a game is going to be good when it has a title like "Help me Chetan-san" 96—The Appointed Station. More of a traditional overhead shooter, TAS takes place in outer space, which seems to be completely filled with deadly asteroids and attacking ships. And while the gameplay may be standard, the level of graphical eye candy is not.

A noticeable graphics and soundtrack in TAS overborders its standard gameplay.

This game features some of the most beautiful explosions and trail effects ever seen in a PlayStation game. Yes, they are that good. You will want to continue playing just to see what other surprises may come popping up. The soundtrack is top-notch as well, with driving beats that help move the action along.

Both of the above titles are great, and every Yaroze owner should take a moment to try them out. Developers are finally understanding how to program games, and it is definitely starting to show. Hopefully, some of the game companies out there are taking notice and learning that a game can still be great without expensive FMV or any celebrity endorsements. Remember, it's the gameplay that truly matters most.

Get Involved!

Want to know more on a specific Yaroze topic? Developed a game you would like us to talk about? Just send us some e-mail at pum@img-ine-inc.com. Don't forget to put "Yaroze Column" in the subject line. After all, PSM is an interactive experience!

That's it for this month's update. Tune in next month when PSM really compiles the top Yaroze-related WWW sites and rates them for you. Sorry for the delay. Until then!

For further news and information, visit the Official Net Yaroze site at <http://www.scca.sony.com/net/>. You can also purchase a Yaroze system there. Simply fill out the handy form and you'll be sent more information via e-mail.



HE PUT THE GUTS IN GLORY. NOW...



Laugh while you frag, from
Hollywood to outerpace!



Bag some aliens with over a
dozen hi-tech weapons!



An all-out onslaught of
non-stop carnage!

DUKE NUKEM: TOTAL MELTDOWN

Duke's in town. And there's nothing he hates more than
an army of alien punks crowding his space. 34 levels
of freak-smashing 3D mayhem should see to it.
Gigantic guns! Gruesome enemies! Total interaction!
And all-out devastation! Don't mess with The Man!



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HE'S GOING TO GET IT

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Big weapons and bigger bosses for a fun-filled froglust!



Earthquakes, exploding buildings and working subways!



Two player, split-screen
Deathmatch action.

DUKE NUKEM 64

From L.A. to the moon - 32 towering levels of 100% interactive carnage! On film sets, in bars, on moving subways...no butt-ugly alien is safe from the wrath of Duke! Grenade Launchers. Shrink Rays. Hardcore 3D action. And graphics to kill for! Duke's coming to take out the garbage!

COMING SOME!

NINTENDO⁶⁴



www.gtinteractive.com

GOSSIP

You want more than just the latest headlines—you want the dirt, the inside scoop on what's really going on with the PlayStation. Well, look no further, because PSM always has its ear to the wall....

PlayStation 2 Details

LSI Logic's stock took a tumble after Sony's announcement that it would be working with Toshiba instead of LSI for the fabrication of many of the forthcoming PlayStation 2's components. That announcement was later clarified, and it has come to light that both LSI Logic and Toshiba will be contributing components for the new system when it ships in 1999.

Exactly what facets of the new PlayStation system—never being discussed in these contract conversations—are not known, but speculation points to elements such as RAM and simple ASICs.

LSI LOGIC

Formerly makers of computer storage devices, LSI Logic may be designing the new PlayStation's memory system.

Running With the Devil

Malcolm Interactive (formerly ReadySoft) has been approached by a variety of publishers all trying to obtain the rights to its latest PlayStation game, *Jersey Devil*. In Japan, Konami has already locked up the rights to the game, while the European rights have been picked up by Ocean.

In the U.S., the game has been the subject of a bidding war between ASCII, Ocean, Acclaim, and Sony itself. Rumor has it that ASCII and Ocean's bids were quite low and aren't expected to be in the final running. If Sony obtains the

rights, the company is expected to push back the game's release until at least the first quarter of 1998, due to the fact *Jersey Devil* would be competing directly against *Crash Bandicoot 2*.

Sources have indicated that Malcolm Interactive may well be in financial trouble, which is supposedly what forced the sale of the publishing rights in the first place.

► Sony CEA may wind up publishing *Jersey Devil* later next year.

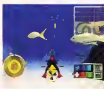


PlayStation Gets Pierce'd

Following closely on the sales success of Nintendo's *Goldeneye 007*, MGM Interactive (which owns the rights to the Bond license) may be in the process of creating its own game starring the British secret agent. According to rumor, the new game is slated for release on the PlayStation, with development to be undertaken by Black Ops. Black Ops is well known for high-quality, mission-based shooters such as *Black Dawn* and *Treasures of the Deep*.



► Black Ops may be applying the experience it gained developing titles like *Treasures of the Deep* to an upcoming 007 title.



FFVII Takes Over

Square's role-playing masterpiece, *Final Fantasy VII*, broke all existing press records and is poised to become the best-selling PlayStation game of all time. That honor has been held by *Tomb Raider* and *NFL GameDay* in the past, but *Final Fantasy VII* is now expected to surpass both titles by the end of the year. In the first three days of its release, FFVII sold nearly 500,000 copies. It's estimated that the game will sell nearly four times that over the course of the year.

With luck, Sony and other developers will see that the RPG market is indeed viable in the U.S., and other RPGs will be brought over to feed the growing demand.



► Just like in Japan, long lines formed as anxious U.S. gamers eagerly awaited their copies of FFVII; in most places, the title sold out within hours.

Tobal 2 for the U.S.?

While Square and Sony have both previously announced that they would not be bringing *Tobal 2* to the U.S., rumor has it that Working Designs has been sniffing around the project.

The company is best known for translating and publishing popular Japanese titles in the U.S. Until recently, it had been a staunch Sega supporter. However, a fallout with Sega of America executives and a snubbing on booth placement at E3 have helped push Working Designs into supporting the PlayStation.

Working Designs has already produced a PlayStation title in the form of the polygon shooter *Raystorm*, and it

is currently working on the RPG *Alundra*.



► Now that Working Designs is publishing PlayStation titles such as *Alundra*, it might pick up *Tobal 2*, as well.



THE MOST POPULAR RACING GAME. AVAILABLE IN A CONVENIENT TAKE-HOME SIZE.



You love playing San Francisco Rush in the arcades. Well, now you can race through the streets of the Bay Area in the comfort of your



own living room. In fact, you'll be able to choose from six different tracks (three more than in the arcade version). Each one showing



authentic San Francisco landscapes and so many places to catch air that you might be mistaken for an unidentified flying object. And if that's



not enough, you can take shortcuts through open fields and underground sewers. You can soar over building tops or be catapulted into the



DESIGNED FOR
N64 RUMBLE PAK™

air from a dismantled freeway overpass. It's San Francisco Rush. And lucky for you it's coming home in a more manageable size.



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日本ゲームお宅

The latest news and notes from the Land of the Rising Sun, featuring our very own Bill Paris-san!



NIHON GAME OTAKU

F HIRAI SHINGO!! You trusty Japanese correspondent is quite pissed after attending the Fall Tokyo Game Show, what with all lag and doing my best to find out all the latest biggest news straight from Nihon. TAKEN RICHOO SHEA YOH! Nevertheless, I came through with the kind of goodies that otaku live for.

► Square, the RPG juggernaut, will be releasing yet another RPG sometime this winter called *Kingpin*. Boasting even higher quality graphics than *Final* and doing its best to find out all the latest biggest news straight from Nihon. TAKEN RICHOO SHEA YOH! Nevertheless, I came through with the kind of goodies that otaku live for.

► At Fukuoka's Sankyu Hotel and Resort, Fukuoka Soft held a production conference for *Overblood 2*. Thirty six companies involved in mass communications watched over the 3D "Action Adventure" *Overblood 2* is set in the fictitious city of East Edge '05 in the year 2115. The game's mysterious scenarios and new system, as well as the world new graphics and handling, far surpasses the first *Overblood*. A Japanese release date of January 1998 has been set.

► Square's *Final Fantasy* and Chun Soft's *Mysterious Dungeon* are co-releasing in the RPG *Chocobo's Mysterious Dungeon*! Koichi Nakamura, creator of *Fure no Shien* and *Kirameki no Yoru*, supervised the development, and Bergeiro contributed character designs. The heroes are Chocobo and his friend, Magon. Chocobo can jump just like in *Total 2*, and it can read books to obtain magic, as well. Monsters that have appeared in various incarnations of the FF are as throughout its 16-year history will be making guest appearances. *Chocobo's Mysterious Dungeon* will be released in the winter of 1997.

► Lighter ninga film star Shu Kasegi (of *Enter the Ninja*, *Revenge of the Ninja* and *The Master TV*) and his son Ken (Kiko Rangers, *Dark Eyes*) were motion-captured for the light scenes in the upcoming 3D adventure game *Tenchi* from Sony Music Entertainment. Ken was motion-captured for the lead part of *Flanzen*, and his father for an enemy boss.

Square

Enhancer was one of the two best playable PlayStation games at the show. This shooter has great detail and lots of weapons. With the touch of a button, your arm will move your gun from underneath the ship to over the top of your head! This title is definitely one to look out for.

Two of the most anticipated games, *Parasite Eve* and *Chocobo's Mysterious Dungeon*, had no playable demos and were limited to just videos. Both are slated for a winter release in Japan, making it very strange that the public couldn't actually play them. *Chocobo's Mysterious Dungeon* doesn't quite have the polygon count that *Final Fantasy VII* had, but a lot of work has gone into the characters, spells, and environments.

Parasite Eve, an RPG, looked great, and will definitely give *Biohazard 2* a run for its money. Of all the titles shown on Square's video wall, the most interesting was a game that hadn't been mentioned before. *Sekigai* is a 3D polygon action-adventure game that looks like *Bushido Blade* with Square's special RPG touch. This title will be released this winter in Japan, but Square currently has no plans for a U.S. release.

Of all the titles shown on Square's video wall, the most interesting was a game that hadn't been mentioned before. *Sekigai* is a 3D polygon action-adventure game that looks like *Bushido Blade* with Square's special RPG touch. This title will be released this winter in Japan, but Square currently has no plans for a U.S. release.



Gettin' wild with Bill in Tokyo!



► *Sekigai* is set in Japan with very traditional scenery and architecture. How this title gets.



► SASUGA SQUARE Set in the present day, lots of FFVIIIish image and character reveal our *Sekigai*.



► Can Apo de for *Parasite Eve* what *Love* did for 1997.

► Move over all *Valentine*, *Ape* from can bring the nucleus no spiders, not *FE* is just plain amazing.

Sony Music Entertainment

This company is the child of Sony Computer Entertainment, and the developers behind such games as *Klax*, *The DNA Imperative*, *Evidence*, and *Kowloon's Gate*. Although Sony Music's booth was probably the smallest at the show, and it only showed us *Laguna Cool* RPG and *Dam Dam Drompland* (very similar to Konami's *Play Poy*), this company will be one to keep an eye on in the future. Upcoming titles include *Tenchi* (based in PSM 40), *Escaper*, and *Speed Power Gunblitz*. *Escaper* is an action-adventure game very similar to *Tomb Raider*, with more of an accent on fighting. It has two characters—*Escaper* and *Danger*.

The action game *Speed Power Gunblitz* will be released this November in Japan. You are part of the *Gunblitz Special Assault Unit*, made up of transforming mecha. Much like the *Cyclones* in *Robotch*, which defends the Earth against a new race of beings called *Mechi*. You can choose from three characters (*Super*, *Major* *Holmes*, and *Ahrim*), and each mecha can transform instantly into three different modes.



► Transformers fans better get out for *Speed Power Gunblitz*.



Hudson

Hudson has announced its first software for the PlayStation—*Bloody Roar: Hyper Beast Due!* This unique 3D fighting game was the second of the two best PlayStation games at the show. You can transform eight characters into different beasts and fight. Just because you're a beast doesn't mean you're guaranteed to win, however, since humans can win just as easily. The PlayStation version will have modes that weren't even in the Japanese arcade game! *Bloody Roar* will be released in the U.S., but no confirmed publisher has been announced yet. It will be released this fall in Japan.



« Hudson's first entry into the PlayStation market yielded one of the best, and most original, games shown.



« Beasts make *Bloody Roar* stand out from the rest.

Easley Staff

Easley Staff revealed its hexagon-based Fantasy/ Simulation/Strategy RPG *Brigandine* for the PlayStation. Its release status in Japan has yet to be announced, and as an American title, it is shrouded in mystery. A spokesman said that they would have to see how well it fares in Japan, the toughest RPG critic, before considering any American release. Gameplay is reminiscent of



« Mythical chimera, dragons, and other such nasty creatures abound in Easley's *Brigandine*.

Final Fantasy Tactics, Military Mediasia, and Iron Storm. This small company is little known in the U.S., but it may be making its mark on the RPG scene soon.



« *Brigandine* uses a hexagon-based system, which is rarely seen in PlayStation strategy games.

TOP 10 SELLERS
IN JAPAN [at press time]1 REAL POWERFUL PRO
BASEBALL '97: SEASON
OPENER EDITION

Konami. Released August 28,
149,036 copies sold

2 DRAGON BALL FINAL FIGHT

Bandai. Released August 21,
130,332 copies sold

3 MINNA NO GOLF

SCE. Released July 17,
copies sold: 105,532 in last 2 weeks,
524,157 total

4 DERBY STALLION

ASCII. Released July 17, copies sold:
82,292 in last 2 weeks, 1,432,851 total

5 COOL BOARDERS 2:

KILLING SESSION
Uep Systems. Released August 28,
30,769 copies sold

6 MONSTER FARM

Toei. Released July 24, copies sold:
52,746 in last 2 weeks, 293,218 total

7 SAGA FRONTIER

Square. Released July 11, copies sold:
34,552 in last 2 weeks, 1,103,127 total

8 DX JINSAI GAME II

Takara. Released July 24, copies sold:
30,473 in last 2 weeks, 158,154 total

9 FINAL FANTASY TACTICS

Square. Released June 20, copies sold:
24,696 in last 2 weeks, 1,295,825 total

+ 10 ROCKMAN X4

Capcom. Released August 1,
copies sold: 23,494 in last 2 weeks,
93,564 total

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« Legend of Mana looks to be a great RPG from Sony ME.



« No doubt about it, ninjas make Tekken 3A DOMESTIC



« Final Fantasy Tactics will blow Europe (the "there's no Europe")



« Speed Power Quizzes will have Cyclone and...drowning!



REVIEWS

this month's new games, professionally tested by the world's best playstation reviewers

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THE PSM RATING SCALE

Where at PSM want you to know that we take our reviews very seriously. Just like you, we've been burnt before by bad games (and these days, it ain't so easy to get the store to take 'em back!). So when we sit down to review a new title, we look at it like this: if we had just shelled out fifty or so hard-earned bucks for the game, how satisfied would we be?

To summarize a game's overall worth, we use the traditional "live-star" ratings scale. If we give a game a full five stars, it's our guarantee that you can't go wrong with it, so go out there and pick it up!

WHAT THE RATINGS MEAN!



A PlayStation classic that no fan should be without. A can't-miss game, no matter who you are!



A really well-done game. If you're a fan of the genre, you should definitely check this one out.



A pretty good game. It has its share of rough spots, but it has some redeeming qualities, as well.



Maybe worth a quick look if you're a diehard fan of the genre or license, otherwise, don't bother.



Don't even make eye contact with this one—it's not worth one second of your time.

Even though the PlayStation is clearly the best videogame console on the planet, it's still going to have its share of clunkers. Don't worry, though—you're armed with PSM, so you'll always know the score.

NFL Gameday '98

Publisher: Sony CEA Developer: Sony Interactive Studios
Type: Sports Players: 1-8 ESRB: KA Discs: 1

Some sports games are at the top of their field despite glaring flaws in design and approach (NBA In The Zone 2, for example). Well, here comes Gameday '98. If the developers had merely slapped a '98 on last year's game and updated the rosters, it still would have been the best football game on the PlayStation—by far. Instead, they went and created a football experience like nothing else.

Gameday '98 sets a new standard for football games, and in the process unleashes powers many said the PlayStation didn't possess. The polygonal engine creates a realistic environment that, until now, had never been realized in a sports videogame. The polygons make it possible for each team to have logos on the helmets, numbers, and near-perfect uniforms. However, the polygons aren't just about looks—the real 3D space occupied by each player completely changes the dynamics of football games. Now you have to hit actual holes in the line of scrimmage to pick up yards.

Other new gameplay features include a new juke move and the incredible wrapping tackles. Instead of players magically falling to the ground, the defender wraps them up and drags them down. An arcade element is included, as well—when a player has a hold of the ball carrier, it's possible to squirm out of the tackle with some timely button-mashing. In the two-player game, it's a battle to see how far you can drag a tackler before going down.

Still, Gameday has some weaknesses. The most glaring problem is the lack of complete or accurate stat-tracking. If a third-string running back has one carry, then the stat should be available. This is the only area where Madden '98 beats out Gameday. All is forgiven due to the exceptional look and play, but next year, this must be fixed.

A completely new playbook and an even better level of control make Gameday '98 the finest sports game on the PlayStation, not to mention a true Madden killer.

- THE GRAPHICS ARE ASTONISHING
- THE MUSIC IS THE SAME AS LAST YEAR
- THE CONCEPT PLAYS THE PLAYER ON THE FIELD
- IT'LL PLAY IT THROUGHOUT THE ENTIRE FOOTBALL SEASON

PSM FINAL SCORE:
THE BEST FOOTBALL GAME EVER MADE



Crisp graphics, amazing animation, crunching sound... Gameday '98 has it all.



James Bettis performed masterful capture for the runningbacks, and surprisingly, the cheerleaders, as well.

Armored Core

Publisher Sony CEA **Developer** From Software
Type Mech Combat **Players** 1-2 **ESRB** KA **Discs** 1



▲ Armored Core lets you pilot a mech of your own design, which really adds to the game's replay value.

When playing *Armored Core*, many gamers may have flashbacks about a certain '80s cartoon series called *Robotech* (Macross in Japan). This is certainly justified, as the mech designs for both *Robotech* and *Armored Core* were created by Shoji Kawamuro.

Using these mechs, you battle your way through numerous missions that range from defending military targets to attacking enemy units. If you survive the missions, you are awarded with money to repair and upgrade your mech. This is where the true depth of the game shows through.

By combining different parts such as legs, CPUs, and weapons, you can build a unique mech that reflects your own style of gameplay. You can even design a custom logo and paint scheme to truly personalize it. With so many options available, the combinations you can create are almost endless. This adds an immense amount of replay value to the game.

Armored Core also shines in the multiplayer department. After building up your mech in the single player game, you can challenge a friend to combat via the split-

screen mode or the link cable. Any comparisons to Sega's *Virtual On* are simply unfair, as the fighting arenas in *AC* are infinitely larger and extremely more detailed.

Gamers will find that *AC* plays a lot like *Mech Warrior*, but the controls are quite a bit easier to master. The buttons on the front of the joy-stick control weapons and your jetpack, while the shoulder buttons control starting and weapon targeting. It's a rather intuitive interface that closely resembles most first-person shooters.

If you are into games such as *Brahma Force* or *Mech Warrior*, you should definitely give *Armored Core* a try. It combines strategic elements with hard-core action to provide a truly unique and enjoyable game.

► THE GRAPHICS ARE A JOY TO VIEW ► THE MUSIC IS WELL DONE
 ► THE CONCEPT IS AS FRESH AS ► IT PLAYS IT SMART, I BUILD THE PERFECT MECH

PSM FINAL SCORE:
 SIMPLY THE BEST MECH GAME EVER



Time Crisis

Publisher Namco **Developer** Namco
Type Shooter **Players** 1-2 **ESRB** T **Discs** 1

Everyone thought PlayStation shooter games had reached their greatest heights with *Die Hard Trilogy*—until Namco decided to bring its own translation of *Time Crisis* to the PlayStation. We couldn't be more thankful. The game still picks all the punch of the arcade version, but goes the distance to include a few other goodies. The storyline in *Arcade Mode* chronicles your attempt to rescue the President's daughter. It remains true to the arcade version, but Namco has created a few more options to add replay value and depth to the game. A timed Arcade Mode, and a Special Mode with its own storyline and objectives, are welcome features in the PlayStation port—they promise to add a little more life to gamers who mistreated *Time Crisis* in the arcade.

Packaged with the extremely accurate Guncion light-gun, *Time Crisis* plays like no other shooter. The inclusion

of a "duck-and-reload" maneuver and nicely paced action sequences give the game a nice twist on standard shoot-'em-up fare. The challenge of a time limit, on top of the initial task of eliminating countless thugs, provides enough obstacles to keep the gameplay interesting and deep. Enemies grow progressively tougher throughout the game and continually mix up their attacks to keep you on your toes.

With all the excessive fast-paced action and the high fun factor going for the game, it's difficult to reveal any of the game's inevitable weaknesses. But they do exist. And although they don't necessarily cause the game to significantly suffer, they are notable in the bland camera graphics and the occasionally sluggish reaction times during gameplay. Luckily, these are small creases in the overall appeal of *Time Crisis*. PlayStation owners owe it to themselves to give this title a long look.

► THE GRAPHICS ARE ABSOLUTELY BRILLIANT
 ► THE MUSIC KEEPS THE ACTION GOING
 ► THE CONCEPT IS SHOOTING, BUT SOUL
 ► IT PLAYS IT SMART, I BEAT ALL THE SAME MODES

PSM FINAL SCORE:
 THE ABSOLUTE BEST PlayStation LIGHT GUN GAME



▲ Bosses are a significant challenge in *Time Crisis* and have your skills for tougher enemies in upcoming levels.

Mega Man X4

Capcom
Platform/Action **Capcom**
1 KA 1

Hit on the tail of *Mega Man 8* comes *Mega Man X4*, the latest installment of Capcom's popular 2D series. While both games share a lot in common, *X4* has the advantage of better graphics and newly added game features.

You now have the ability to play as either *Mega Man X* or *Zero*, another one of Dr. Light's creations. The storyline changes depending on which character you select, as does the FMV cut scenes. The characters also possess their own unique attacks and abilities. *Mega Man* has his classic mega-buster, which is great for distant attacks, while *Zero* uses a beam sword that can strike multiple times.

Aside from these features, *X4* pretty much follows the standards set in the previous *Mega Man* games. Gamers will have to challenge eight evil bosses and several powerful mid-bosses. After defeating them all, the traditional "Dr. Wily-type" levels become available.



▲ Mega Man X4 sports some of the largest bosses ever to appear in the series.

—only this time, you will have to face Sigma and his band of cohorts. Level designs meet the usual Capcom standards and range from space fortresses to high-tech jungles.

As with every other *Mega Man* title, each boss you defeat provides your character with a powerful new weapon. However, that weapon varies depending on which character you are using. For example, if you are

Mega Man, one boss will give you a fireball attack; if you are *Zero*, you will instead be awarded with a flaming uppercut.

It is these unique gameplay elements that help make *X4* a true step forward in the evolution of the series. Even now, *Mega Man* manages to provide the solid gameplay and enjoyable challenges that many of today's 32-bit titles lack. Simply put, it is a joy to play, and in the end that is all that matters.

THE GRAPHICS LOOK LIKE A JAPANESE CARTOON
 THE MUSIC IS SUPERBLY WELL
 THE CONCEPT IS PRETTY MUCH PERFECTED
 IT PLAYS IT AS BOTH MEGA MAN AND ZERO

PSM FINAL SCORE:
 A GREAT GAME THAT SHOULDN'T BE OVERLOOKED



Colony Wars

Psychosis
Space Combat/Action

Psychosis Liverpool Studio
1 KA 2

Forget about all the space combat games that have come before, because the chimera has arrived. No other space game can hold a candle to the 3D action and sheer beauty of the stellar new Psychosis title *Colony Wars*. If you are one of the millions who have always imagined flying a fighter craft in an all-out space battle, then get ready to buckle up—your ship has arrived.

The physics engine and control has been fine-tuned to perfection, and is especially evident when using the new Sony analog controller. The extremely effective third-person view, which includes all the instruments and target information directly on the screen, pulls you into the action like no other game of its kind. *Colony Wars* is one of the rare titles in which finishing the game is not the only draw—just flying around in the detailed 3D solar systems, blasting other ships without the constraint of your objectives, is enough to make this game a hit.



The streaking stars really provides a feeling of speed that other space combat games lack.

Much time and effort went into the development of the *Colony Wars* universe and storyline, which is revealed to the player through beautiful, cohesive cinematics and in-depth, easy-to-use databases. The voice-over narration adds to the unfolding drama as you complete or fail each mission. The storyline can branch in many directions, depending on the success or failure of each mission within an act. With more than 70 missions in the entire game, you will rarely play the same game twice.

The individual missions are each unique and challenging, and the learning curve lets novices have fun while providing plenty of challenge once they become masters. Visually, the individual systems within the *Colony Wars* universe are gorgeous. The special effects—including lens flare, light-sourcing, and elaborate explosions—go off in typical Psychosis style, and are some of the best found anywhere. Two things that could have made this game even better are a link mode and the ability to pilot some of the larger craft. Hopefully, the sequel will include these additions.

THE CONCEPT WAS HIGHLY ADAPTED BEFORE, BUT IS FINALLY REALIZED HERE. THE GRAPHICS WILL MAKE YOU REEVALUATE THE LIMITS OF YOUR PLAYSTATION. THE MUSIC IS DYNAMIC AND HEEDY. IT'S FUN TO PLAY FOR HOURS, HERE, LONG TIME.

PSM FINAL SCORE:

Colony Wars deserves a coveted place in your library.



Madden '98

Publisher Electronic Arts
Type Sports Players 1-8

Developer Tiburon
ESRB KA Discs 1



The graphics in Madden '98 aren't bad, but tell me this doesn't look like a Genesis game.

The most storied and successful franchise in sports videogames has had a rough go of it on the PlayStation. In '96, the game was canceled and didn't come out at all. In '97, Madden returned and outsold *Gameday*; but it was by far the inferior product. This year, just as the developers were trying to fix their porous AI, Sony unleashed the glorious polygonal engine of *Gameday '98*.

This isn't to say that *Madden '98* is a bad game, because by all rights it is much better than '97. The stats are deep and they track for all players (unlike *Gameday*). The AI is far improved from '97, but money plays can still result in quarterbacks throwing for 800 yards. As always, EA has thrown in every bell and whistle imaginable. However, new additions like swim moves and energy bars make little difference in how the game plays. EA still has the best touchdown dances around, if that matters. Beyond that, *Madden* is a series in need of some new blood.

The new feature of the game harked on by its makers is the "liquid AI," which supposedly allows for a new level of computer thinking. It isn't much better than any other football AI; it just has a fancy trademarked name. The one addition that does add to the game is the ability to bring up all your coverage into bump-and-run at the line of scrimmage. This option should be in every football game.

Despite Madden's improvements, *Gameday '98* is a better game in nearly every respect. The Madden title's familiar (and now downright annoying) slippery control has returned, along with a playbook that resembles *Madden '93*. The sprite-based graphics are decent, but they don't compare favorably to *Gameday*'s polygons. As a two-player game, it's just as fun as Madden ever was, the problem is that the game just hasn't gotten much better.

- ▶ THE GRAPHICS ARE PRELUDE
- ▶ THE MUSIC IS TYPICAL
- ▶ THE CONCEPT IS STANDARD-GAME
- ▶ IT'S FUN TO PLAY IT WHEN I USE MY GAMER

PSM FINAL SCORE:

A GOOD GAME, BUT IT'S NO GAMEDAY '97



Ghost in the Shell

Publisher THQ Developer Exact

Type Shooter Players 1 ESRB KA Discs 1

Videogames don't have to create a whole new game to be considered original. *Ghost in the Shell*, for example, is not completely unique, but the design is fresh enough to make it stand out.

The most notable gameplay innovation is the ability to climb on just about any surface in a tank. This multi-leg mech, based on designs by the anime series creator Masamune Shiro, not only lets you move along the ground—you can climb on walls and even walk upside-down on ceilings.

These new movement options add a whole new dimension of strategy to the typical shooter, as you can climb in any direction to find the best firing angle. For instance, if a helicopter flies overhead, players can climb up a wall to get a clear line of fire up into the air. The game's freedom to move anywhere in the levels creates the feeling of large, realistic environments.



You can climb up on or just about any building or object in *Ghost in the Shell*.

Cinematic scenes have become an obligatory part of videogames, but rarely are they created with the quality found in *Ghost in the Shell*. Each of the short clips are beautifully animated and fun to watch, giving you more than enough incentive to finish level after level. Also, a well designed training mode lets you hone your skills; you will be rewarded with a cinematic scene based on your performance.

While this deep shooter is very enjoyable, a few simple things keep the game from reaching its full potential. First of all, a greater variety of weapons and powerups would add to the strategy. Second, the level design, while efficient, simply doesn't give you a true sense of exploration. Despite these minor complaints, *Ghost in the Shell* is an excellent example of a well designed game with an attractive presentation.

- ▶ THE GRAPHICS IN THE CUT-SCENES ARE PREDIMENSIONAL
- ▶ THE MUSIC IS AS FAST AS THE ACTION
- ▶ THE CONCEPT IS REPRESENTATIVELY IMAGINATIVE
- ▶ IT'S FUN TO PLAY IT JUST TO SEE ALL THE CUT-SCENES

PSM FINAL SCORE:

A QUALITY SHOOTER WITH SOME IMAGINATIVE FEATURES



Street Fighter EX Plus Alpha

Capcom
Fighting T
Arcade
1-2 I

Long hailed as the number-one developer of 2D fighters, Capcom has finally decided to take its first major step into the 3D world with the polygonal Street Fighter EX Plus Alpha.

As with most of Capcom's other fighters, SFE Plus Alpha features a cast of both new and returning charac-



In some regards, SFE Plus Alpha plays even better than Tekken 2. It's a worthy sequel to the Street Fighter series.

ters (23 in all). Some, however, are only revealed after meeting certain modes in the game. If you're good enough, you'll find Akuma and Evil Ryu! Many of the new characters, such as Allen and Karin, share a lot of their special moves, but the game still has enough variety to ensure a high amount of replay value.

Visually, SFE Plus Alpha is also rather impressive. The high framerate (60 fps) gives the characters fluid motion, and special moves are accompanied by flashy explosions and shadow effects. Even the backgrounds look wonderful, providing a personality to each fighting area while never seeming out-of-place.

As for gameplay, this version controls and feels exactly like the traditional Street Fighters, except for one flaw: There is a bit of a delay between inputting the joy-pad commands and seeing the character execute the moves onscreen. The problem is actually not that major, but it's still noticeable. If you are new to the Street Fighter series, then you won't really have anything to worry about. Veterans may have to adjust their timing for combos and certain special moves. Granted, this is a minor gripe, considering how well the overall game looks and plays.

If you are a fighting game connoisseur, or simply a gamer looking for another quality PlayStation title, then SFE Plus will certainly do you no wrong. It features numerous modes and secret characters, and it certainly deserves a place next to Tekken 2 as one of the finest 3D fighters ever created.

THE CHARACTERS ARE PERSONAL HEROES.
THE MUSIC COULD USE A LOT OF WORK.
THE CONCEPT HAS BEEN NUMBER ONE IN THE PAST.
IT'S PLAY IT OVER AND OVER AGAIN.

PSM FINAL SCORE:
ONE OF THE BEST "3D" FIGHTING GAMES EVER.



The upside:
WENCHES.
The downside:
THE PLANK.



Intelligent Qube

Sony CEA
Puzzle 1-2
Sony CEI
KA 1

Every now and again, a puzzle game comes along that turns the tables and defies comparison. Sony's *Intelligent Qube* is one such game. It's not a bit like Tetris, and that's good.

To convey the gameplay of *Intelligent Qube* is by no means a simple task, although after a few rounds of play the game becomes almost second-nature. In fact, it might be said that IQ's one true detractor is its quick learning curve. In short, to see *Intelligent Qube* in action for the first time might bring a puzzled look to your face, to play it for half an hour will put a smile on it.

As the player, you control a small man who runs freely around a rectangular floating stage made up of cubes. The object is to cause the advancing cubes to submerge into the stage before they either push you into the pitch-black abyss or fall off the end, causing the platform to shrink by one row. To accomplish this, you place your guy in front of an advancing cube, highlight the ground, and then "trigger" the highlighted area as



Intelligent Qube might not look right much at first, but you'll be hooked after just a few minutes of play.

the cube lands on it. Sound simple? It is, but it is also insanely addictive. Add the strategic elements introduced by submerging green cubes, which let you trigger chain reactions, and black blocks, which are harmful when submerged, and the gameplay takes another major leap.

Some might find IQ's graphics to be a tad too simplistic. But this is a puzzle game, and by making use of the PlayStation's highest mode, Sony does its job well. Complementing the game's graphics is truly one of the finest soundtracks ever to grace a videogame. No joke—that's that good.

Intelligent Qube is one of the most innovative and ultimately addictive puzzle games to come down the pipeline in quite some time. It might not topple Tetris, but who cares? IQ is unique, it's intriguing, and it should be at the top of the list for everyone looking to stimulate their brains (as well as their thumbs) with their PlayStation.

THE GRAPHICS ARE SIMPLISTIC BUT FRESH
THE MUSIC IS SIMPLY INCREDIBLE
THE CONCEPT IS UNIQUE
I'LL PLAY IT UNTIL I'M DRAGGED AWAY

PSM FINAL SCORE:

A TREFLIND PUSZLE GAME THAT'S A BANG TO PLAY



Steel Reign

Publisher Sony CEA Developer Sony Interactive Studios
Type Shooter Platform 1-2 ESRB KA Dances 1



A realistic terrain becomes part of *Steel Reign's* overall strategy—you'll need it to protect you from enemy fire.

Rather than focus on the slow, complicated aspects of tank simulation, *Steel Reign* is all about arcade speed and action. The gameplay isn't bogged down with over-detailed control—instead, *Steel Reign* spices things up with wild, futuristic weapons.

The scenarios are each laid out with a list of objectives to be accomplished in each mission. Instead of the standard shoot-outs, players must focus on completing tasks such as blowing up military installations. This gives players the opportunity to use smart planning and stealth to finish the game, rather than pure brute force.

The environments are realistic, with dips and knolls that can shelter a player or hide an enemy. While other 3D games feature flat terrains, this title uses the undulating landscape as a major part of the gameplay. Learning to use the landscape for protection and strategic advantage is a key part of every mission.

Each of the available tanks react intuitively, and weapon control quickly becomes second-nature. Once the control method is learned, battles are fast, explosive, and downright dangerous. The most enjoyable part of *Steel Reign*, however, is the split-screen two-player mode. Even in intense multiplayer battles the frame rate remains high, keeping the action at a frantic pace.

While *Steel Reign* does have excellent environments, solid control, and enjoyable multiplayer options, several issues keep it from being a perfect game. Fast and foremost is the graphics, which are adequate but not exciting enough to fully immerse players into the game. Secondly, because of the arcade nature of the title, the grand scope of actual tank battles is lost. These little problems steal from the overall fun and give the impression that the game is not as strong as it ideally could have been. *Steel Reign* is an enjoyable title that simply lacks the addictive spark that makes good games great.

THE GRAPHICS ARE SIMPLE BUT EFFECTIVE
THE SOUND WON'T WIN ANY AWARDS
THE CONCEPT IS WELL EXECUTED
I'LL PLAY IT JUST TO BLAST THINGS UP

PSM FINAL SCORE:

IT'S A GOOD GAME, BUT IT COULD HAVE BEEN BETTER



G Police

Publisher Polygenesis Developer Polygenesis
Type Flight-Based Action Players 1 ESRB KA Dances 2

Polygenesis is on fire this fall with the release of *Colony Wars* and its flagship title *G Police*. Like *Colony Wars*, *G Police* takes place in the future in this game you fly the Hawk, a close-air gunship that behaves much like a helicopter—remembered of the vehicle in the early PlayStation title *Warhawk*. In *GP*, the concept of flying through cities has been executed brilliantly. The action takes place in Blade Runneresque domed cityscapes on Calisto, one of Jupiter's moons, which are highly detailed and often mind-blowing. If you're into weapons and explosions, this title has a wide variety of both its move-quality special effects are packed with a very large "wow" factor.

The control takes time to master but works acceptably. *G Police* is configured for the Sony analog con-



A You can even blow up innocent civilian traffic, although it's not a very nice thing to do.

troller, and with the game's advanced physics, your craft can perform a variety of complicated maneuvers. You are given complete freedom to fly where you want within the large domed cities, which unfortunately leads to the game's only real drawback. The pop-in is dramatic and affects gameplay, as things fade in and out of the black background nearby. You can adjust the somewhat by decreasing or increasing the game's speed. Doing so increases or decreases the viewing distance and angle, but never to the point of clarity.

The mission designs are among the best in the industry, offering wide variety and depth. *G Police* has 35 missions in all, and each requires a fair amount of strategy to complete successfully. Additionally, the FMV sequences are exceptional, especially in the modeling and animation of the human characters. When all added up, *G Police* really draws you in, making you feel like you're a part of the game.

THE GRAPHICS LOOK LIKE BLADE RUNNER
THE MUSIC COMBINES PERFECT WITH THE ACTION
THE CONCEPT IS FINE CHANGE
I'LL PLAY IT UNTIL I BEAT IT SEVERAL TIMES

PSM FINAL SCORE:

WITH ITS DEPTH AND FINE-MADE VISUALS, G POLICE DESERVES YOUR ATTENTION



Marvel Superheroes

Capcom
Fighting 1-2
Capcom
KA 1

While Marvel Superheroes uses the same basic fighting game engine Capcom used for X-Men: COTA, it features better graphics and a much-improved combo system.

Ten characters are intally playable, ranging from the petriotic Captain America to the infamous Magneto. Just like in the arcade version, they are extremely well animated. Capcom did have to cut out a few frames due to the PlayStation's memory constraints, but the game still looks great and plays extremely well. The only real drawback is that you may have to adjust your timing for some of the more difficult combos. Aside from that, this game is pretty much a perfect port.

The traditional "Super" meter found in the Street Fighter games has been abandoned. MSH has an Infinity Bar in its place, which when charged up lets you pull off a special multi-hit Infinity Combo. A new strategic element has been added as well. Called Infinity Gems, they are special icons that can be picked up and stored during fights.



Use the Infinity Gems to power up your characters.



Air combat plays a very important part in MSH.

extremely high into the air and fall slowly back down to the ground. This allows for more intense air-based combat. In the Street Fighter series, a common air attack can result in one to two hits. In MSH, a well-timed air combo can achieve at least eight to 10 hits!

Capcom has constantly proven that it can create the best fighting games. Add Marvel Superheroes to the list. It might not have the depth and balance that the Street Fighter series does, but with its little extras such as the Infinity Gemset, it doesn't have to. If you're looking for a different style of fighting game, or if you just love comic books, then be sure and pick this one up.

THE GRAPHICS REMAIN A GOOD CATEGORY
THE MUSIC IS STANDARD-FINE
THE SOUND IS NEW FOR THIS GAME
BUT PLAY IT WHEN I'M NOT PLAYING ALONE 2

PSM FINAL SCORE:

CELLULAR GRAPHICS AND GOOD GAMEPLAY
MAKE THIS GAME A WINNER



The salt spray hits your lips as you look into the deep blue. The frigate creaks and the plank hohs. Will this be the end? Welcome to Shipwreckers, life on the high seas at its swash-buckling best. Wield flame throwers and hurl lightning bolts as you man cannons and command great vessels under the Jolly Roger. Battle one to five other players. The rewards are great, the puzzles daunting and the excitement high—just watch your step. The plank is a cruel mistress.

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Maximum Force

Publisher **Midway** Developer **Perfect Entertainment**
ESRB **T** Players **1-2** Discs **1** Type **Arcade Shooter**



A Maximum Force is completely FMV, but you can interact with virtually everything.

Nascar '98

Publisher **EA Sports** Developer **EA Sports**
Type **Racing** Players **1-2** ESRB **KA** Discs **1**

In the South, stock car racing is king—and after playing *Nascar '98*, it's easy to see why. This fast, wide-open style of racing is a perfect fit for videogames, and EA made sure of this by tailoring the entire game with true Nascar fans in mind.

Each car represents its real-life counterpart down to the last advertisement, and all the drivers in the Nascar circuit are present in the game. Even the music fits the typical fan, with hard-driving southern rock blaring from the speakers.

The attention to detail is admirable, but we've all suffered through racing titles that get every last detail right, then end up not being any fun at all. *Nascar '98* on the other hand, pairs its excellent detail with equal-

Sega's *Virtual Cop* revisited the repetitive *Hogan's Alley* genre by injecting a sense of atmosphere and environment to relatively flat gameplay, all courtesy of the game's amazing polygonal capabilities. And, as indicated by the many different clones popping up all over arcades, the game definitely succeeded. The latest in this cash-in is *Maximum Force*, the semi-sequel to the mildly successful *Area 51*. *Maximum Force*, from start to finish, is pretty much the same game in a different package.

Maximum Force takes the fight out of the *Air Force* hangars and onto the streets. Wave after wave of Ray Ban-wearing badies are out to turn you into sweet cheese, so it's up to you (with or without a buddy) to grab a lightgun (anything less would be an exercise in frustration) and turn those guys into bloody goo.

If anything, this title demonstrates how interactive a full-motion videogame can really be. You're stuck on a rail, sure—but almost everything can be shot with destructive results. Explode an oil barrel or shatter a window and it stays destroyed throughout the level. This

is well designed gameplay. The races are straightforward, and often on simple oval tracks, but the close-contact, jockeying for position means players have to be on guard at all times. For the style of action, few console racers can match the excitement and enjoyment this title brings.

The graphics are the only real disappointment in *Nascar '98*. The tracks and environments are adequate, but compared to other PlayStation racers they simply seem lackluster. The special effects and crashes feel like they were just added on at the end, and they are simply not up to the same standard as the excellent gameplay. For Nascar fans this won't matter, because the rest of the title is so well made. But the graphics may make racing fans miss out on one thrilling ride.

- ▶ THE GRAPHICS ARE ADEQUATE.
- ▶ THE MUSIC IS PERFECT FOR A NASCAR LICENSE.
- ▶ THE CONCEPT IS SIMPLE BUT WELL EXECUTED.
- ▶ FULL PLAY IS FOR THE THRILL OF THE RACE.

clever effect sometimes makes you stop and think, "How'd they do that?"

Unfortunately, *Maximum Force* is still a full-motion videogame, which, by definition, kills any form of variety. Your path, from start to finish, is set in stone. You can stumble upon wacky bonus stages like a fried-chicken shoot or a cocktail gallery, but after these short, and ultimately pointless, intermissions, it's back to the track.

Even with three full levels and countless extra stages, after a few run-throughs you'll promptly shove this game. *Maximum Force* offers one heck of a ride right out of the box, but when you get right down to it, it's a short ride strewn with predictability.

- ▶ THE GRAPHICS ARE INTERACTIVE FEED CLIPS.
- ▶ THE SOUND IS VERY SPECIAL.
- ▶ THE CONCEPT HAS BEEN DONE BEFORE.
- ▶ FULL PLAY IS A FM STRESSOR FOR

PSM FINAL SCORE:

ONLY TWO-CD ROMS HAVE BEEN APTLY



PSM FINAL SCORE:

A TOP-NOTCH RACING GAME FOR NASCAR FANS



A Every car has been faithfully recreated. Even the various advertisements are dead-on.

Formula 1: Championship Edition

Pegasus Racing **1-2** Bizarre Creations **KA** Discs **1**

While the first *Formula 1* was a brilliant racing game in its own right, Bizarre Creations wasn't able to include all the features and options it wanted. With the *Championship Edition*, the company took the first game and completely redesigned it for the '97 racing season.

First and foremost, the graphics engine has been refined, so the game can now run at a much higher resolution (512 x 256). This allows for a much greater level of detail in the tracks and cars. In fact, the cars are now made up of 1,200 polygons each—a large leap when compared to the original game's 700. All 18 tracks have also been updated and remodeled, and they are extremely accurate in comparison to their real-life counterparts. Even with these enhancements, the game still runs at a silky smooth 30 fps.



Even with all of this detail, you still get to race against 31 other drivers.

Gameplay is split up into two main options, *Arcade* and *Grand Prix*. The *Arcade* mode lets you jump straight into the action, without having to adjust a ton of options. Car handling is also more lenient, so you won't have to worry about those crazy slides or spin-outs. This is a great way for beginners to start out. For the hardcore racer, the *Grand Prix* mode is more in style. Select this mode and you will be greeted with more options than you can shake a stick at. From weather conditions to skill

settings, it is all here. You can adjust virtually every aspect of your car, such as tires, brake bias, and down-force percentages.

To keep the races more challenging, the AI has also been greatly improved. Computer-controlled drivers now all react differently, and sometimes even make mistakes. They will also adjust to different racing conditions. Want to go against a friend, instead? No problem, thanks to the new split-screen mode, which was strongly desired in the first *Formula 1*.

With so many added options and refinements, the *Championship Edition* is a must-buy for any racing fan. It's leaps and bounds above other titles, and a easily one of the greatest driving games ever created.

- ▶ THE GRAPHICS ARE CRAZY AMAZING.
- ▶ THE CONCEPT HAS BEEN GREATLY IMPROVED.
- ▶ THE MUSIC IS VERY APPROPRIATE.
- ▶ FULL PLAY IS FOR THE REALISM.

PSM FINAL SCORE:

THE MOST CHAMPION IN RACING GAMES





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GHOST IN THE SHELL



Look for the Ghost in the Shell Special Edition
which now arrives on DVD



FLASHBACK

Ridge Racer

Type: Racing
Publisher: Namco
Developer: Namco
Release Date: 08/09/95

Namco had only six months to port *Ridge Racer* over to the PlayStation, so it's pretty impressive that the game turned out as well as it did. It had cutting-edge graphics for the time and extremely responsive controls. The most amazing thing, though, is that the entire game would be loaded into the PlayStation's RAM. The benefit? You could take the game disc out and put in a music CD.

However, looking back now at *Ridge Racer* reveals a game with many flaws and little options. There is no two-player mode, which should have been an obvious addition, and other features such as a rear-view mirror are nowhere to be seen. As for tracks, the game really only has one track that gets longer as you progress in difficulty. While this style of gameplay may have cut it in the past, it simply can't compete with the multi-tracked racing games of today.



Original Score: 0001/2
New Score: 001/2

The Adventures of Lomax

Type: Side-Scroller
Publisher: Playgrove
Developer: Playgrove
Release Date: 10/22/96

Take Rayman, combine it with Lemmings, and you'll end up with Lomax. Basically a side-scrolling action game, this title had some really beautiful backgrounds, and the character animations were top-notch. You play the role of Lomax, who struggled to free his friends from the clutches of the dastardly Evil Ed. The game has more than 40 levels of gameplay, and the soundtrack is even a Dolby Surround!

Strange, though... *The Adventures of Lomax* came out over a year after Rayman did, but it still doesn't look or play quite as good. Lomax also doesn't have much variety to it. The quantity of enemies is nice, but the gameplay quickly gets monotonous. The constant loading times don't help much either. The game simply wasn't that great in the past, and it is even worse by today's standards.



Original Score: 0001/2
New Score: 00

Philosoma

Type: Shooter
Publisher: Sony CEA
Developer: Sony CEI
Release Date: 01/18/96

Philosoma proved that quality 2D shooters could be done on the PlayStation. What made this title unique was the fact that it had varying gameplay perspectives. The level would have a side view, while other levels would have an overhead or isometric view. It was the variety, and the large number of available weapons, that kept the game from becoming repetitious.

The PlayStation actually doesn't have that many traditional shooters, so *Philosoma* is still near the top of its class. The controls are great, and the learning curve is pretty smooth. The graphics are its only real flaw. Some segments of the game look good, even today, but most of it looks like a Super NES title. But at a price of only \$29.99, *Philosoma* is a great game if you are looking for a budget shooter.



Original Score: 000
New Score: 00

Backlog

Here are our ratings for some of the games released over the past several months. Check 'em out for any titles you may have missed, or just to familiarize yourselves with our thoughts on games. You don't have to take our ratings at face value alone—think of Backlog as "review calibration." This way, you can judge for yourself which titles to spend your hard-earned cash on, and which ones to avoid.

Battle Arena Toshinden 3 0001/2
Brhima Force 0000
Bushido Blade 00001/2
Castleblaven: SOTN 00000
City of the Lost Children 0001/2
Clock Tower 000
Codename: Tenia 0000
Contra: Legacy Of War 00
Croc: Legend of the Gobbos 0000
Disney's Hercules 000
Fantasia Four 1/2
Fellony 11-79 000
Final Fantasy VII 00000
Grand Tour Racing '98 0001/2
Independence Day 00

Jurassic Park: The Lost World 001/2
Machine Hunter 0000
Mechwarrior 2 000
Mega Man 8 0000
Namco Museum Vol. 4 00
Nanosch Warrior 0000
NCAA Football '98 0001/2
Need For Speed 2 001/2
NHL Powerplay '96 0001/2
Oddworld: Abe's Oddysee 00001/2
Ogre Battle 000
Parappa the Rapper 00000
Peak Performance 0001/2
Persone 000
Porsche Challenge 0000
Power Slave 0000
Play Poy 0000
Super Puzzle Fighter 2 Turbo 00000
Super St. Fighter Collection 00000

Syndicate Wars 0001/2
Psychic Force 000
Rage Racer 0001/2
Rally Cross 0001/2
Reloaded 00
Resident Evil Director's Cut 00000
Rush Hour 000
Soul Blade 00000
Spider 000
Sulikoden 00000
Tail of the Sun 0000
Terror Stickers 001/2
Treasures of the Deep 00001/2
Twisted Metal 2 00001/2
Vandal Hearts 0000
VMX Racing 0001/2
Warcraft 2 0001/2
Wild Arms 00000

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There's a Party in your PlayStation

Here's everything you need to pull off a successful party, with your PlayStation as the centerpiece!

Fare you looking for a reason to have a party, or maybe just to have a few friends over? Well, put away your Monopoly and Twister; there's a party waiting to happen in your PlayStation. The new crowd-pleaser at social events these days is that little gray box sitting next to your TV. But simply turning on your system when some friends come over isn't enough to make an epic PlayStation party fest—you need to plan ahead, prepare, and clean the house.

As the host of a PlayStation party, you've got some work to do. First, you will have to clear a large gaming

play. Finally, and perhaps most importantly, you must have the right selection of games.

You have all sorts of options when considering which games to play at a party, or even with just a few of your mates. Your resources and PlayStation accessories will dictate the kinds of games you can engage in. If you only have two controllers, then fighting games, puzzle games, and split-screen racing games are the way to go. If you or a friend have a Multi tap and some extra controllers, then multiplayer games are definitely in order. For the ultimate set up and the largest impact on your party, you should consider linking up your PlayStation. You will need two PlayStations, two copies of each linkable game, two TVs, and a link cable. If you don't have two of everything, you may have to hit your friends up for help. If someone has a larger TV

which you chase your opponents around until you kill them. The quality of some of these games is extremely high, and they are among the best two-player games ever to come out on the PlayStation. Some titles even let more than two players play at once on a linked system. The big benefit to those, obviously, is that more people can get in on the gaming at once.

You should set the two systems next to one another, but it can be fun to turn the television sets away from each other or even put them in separate rooms. That way, your opponent can't see where you're hiding or what weapon you may be carrying. If you are linking racing games, you should generally use the same track at the same difficulty level for each race. The players should also pick a vehicle and then stick with it. This makes sure the competition is always fair. Give everyone a few practice laps around each track before the competition starts. And after you've had a tournament and found a winner through eliminations, move on to the next track and start all over again. Once all the tracks have been raced on, you can take the best players, or the winners of each match, and have a final race to determine the champion.

than yours, you might ask if you can borrow it. (Another plus for having two systems is that you can have two separate games playing on each, so even more people can play at one time.)

Linking PlayStations

One of the coolest things about your PlayStation is definitely its linking capability. If you haven't had an opportunity to try it yet, a party is a great excuse to do so. Most link games are one-on-one, head-to-head with full-screen action, and they are usually racing titles. A few fun link titles have the "death match" type of gameplay in

area, bring in lots of chairs, find a big TV, and set up places to have food and drinks. Next, you have to invite your friends who are into videogames—a room full of people saying they don't play games will spoil a videogame party like tear gas spoils a riot. You will also want to provide some other kind of activity or social area for your guests, as people will always be willing to



In those link games where it's more like a death match, it would be best to run it like you would a fighting-game competition. The player who wins the most out of three to five rounds or so will then play the winner of the previous match. This continues until everyone's played and a champion has been determined. The amount of rounds and matches is totally up to you. The more there are, the higher the stakes will get—with the winner earning all the bragging rights at the end.

Multiplayer Games

Most multiplayer games require the use of a Multi tap and additional controllers. In some, however, like *Worms* or *PGA Tour '97*, everyone takes turns with just one controller. More controllers mean more people can play at once and less people will get bored. Some of the most fun and craziness can happen when four to eight people are playing at once. The way you



run a competition depends

greatly on the amount of people participating. If just four people are playing and the game supports four, then you should just let the computer keep track of the winners. If more people are playing than the game supports, then you will need to keep track of things on paper somewhere. The losers of a round or match will have to sit out the next round to let others get their chance. In some sports games, you can substitute players in and out of gameplay, allowing more people to play. Just remember to



Get Link Crazy

1 If you're going to link, of course you will have to get all the right equipment. However, the toughest part may be figuring out which games to play. Here are our recommendations from the selection of link compatibles.

Wipeout XL is the obvious first choice. It's easily one of the fastest and most intense racers around, and it screams two-player, head-to-head action. You can run a competition anyone you like, but here's the way PSM would do it. First,

choose head-to-head (one-on-one), although you can race with another person against a whole field of competitors if you want to. You should pick a

track and class to race in and stick with it to be fair to everyone. A round would consist of everyone playing once, with the winners playing each other in the next round and the losers sitting out. Continue until you have a winner. If you get blown up,

you will be eliminated. After each competition, raise the next class level to increase the difficulty. You can modify this structure by racing the best out of three or so rounds. This gives everyone plenty of chances and prevents the losers from claiming they got short-changed.

Motor Toon Grand Prix is really kind of shallow

as a one-player game, but add a link cable and you will have one of the best two-player racing games ever. This prize set-up for Inting is the "scratch play" mode, in which you race around the track trying to be the first one across the finish line a certain amount of times. Enter this mode by selecting a two-player game, then select your cars. Next, choose the track, and on the next screen enter "Battle options." In this menu, leave the items "on" and the second-place car boost on "high" to make things competitive. Highlight game style and switch the mode to "Scratch Play." Now set the point level somewhere between two and 30—this sets the amount of times you have to pass the finish line to win. The higher the number, the longer the game, so in a party situation you probably won't want to go higher than five. A thirty-point game could last at least a half an hour. Now just exit and start your battle. Be sure to watch out for those crazy mushrooms!

Here is a list of some other cool link-up games that would be great at a party:

- *Destruction Derby*—The original
- *Armored Core*—Have your friends bring over their best mechs on a memory card and pit them against each other
- *Grand Tour Racing*—A great choice with its multiplayer, link-only tracks
- *Andretti Racing*
- *Formula 3*—Good for novices
- *Assault Rigs*—Awesome two-player action
- *Bogey Dead 6*—Head-to-head dogfighting
- *Tast Drive 4*
- *Final Doom*—The ultimate death match!





pause the game long enough to switch controllers. The champion will be the player with the most wins, or whatever else you came up with to determine when someone has won.

Fighting Games

One of the best kinds of games for the party situation is fighters. They're simple and straightforward, with very quick matches that let a lot of people get in on the action. Typically, you will want to set a short time limit for each round of a match to help things move more quickly. To add drama, players should pick a character and stick with him or her through the entire competition. You will need to keep track of the winners, losers, and who's on deck for the next competition on paper, although some games will keep track of the winning stats of each character. Many games feature team modes where you can play as several different characters during a match. You would probably want to use this mode when you have just a few friends over, instead of at a party, since matches last minutes rather than seconds.

Sports Games

Easily one of the most popular genres in the U.S., sports games make great party games. Just make sure everyone gets to play, as they aren't always the most visually entertaining games around. Some can support up to eight players, but it's best if everyone has played the game before and is familiar with the controls. Sports game parties can get pretty insane and competitive, so be warned. You can set up tournaments and seasons in several ways—it all depends on the game you're playing. With *GameDay '98*, for example,

you could get all your friends together once a week to play their teams against one another, keeping the stats the whole time. In a few months, you can have your playoffs, and then your own Super Bowl! Each team (or player) can host the other teams at their respective dwellings, so the same person's house doesn't always get trashed. You could also go the short route by having a one-off soccer tournament, World Cup style—just don't let anyone get too intoxicated when they win and try to do cartwheels across the living room.

Puzzle Games

Puzzle games probably make the best party games, for one main reason—they're easy to play. The controls are usually extremely simple, as is the concept, while the game remains extremely addictive. People who have never picked up a controller usually have no problem grasping the basics of a puzzle game within just a few rounds. The accessibility of puzzle games really helps break the ice at parties, as everyone can play and feel confident that they may win. This also adds to the

A Monday Night Party

While most PlayStation sports games let up to eight players play at one time, the best match is still a simple two-player showdown. When eight players are playing, there are no good camera angles, and one player (the quarterback, the ballhandler, the puckhandler, or whatever) ends up controlling all the action. However, this doesn't mean you can't have one wicked sports game party with plenty of people in attendance.

The football season just ends out for a party every Monday night. After all, the weekend is over and everyone is getting together to watch the Monday Night game anyway. On the east coast, our suggestion is to gather a group of friends prior to the game to play out a *GameDay '98* tournament. Everyone picks their favorite team, and for the sake of fairness, no all-star teams or all-time greats should be allowed. The games should be played in ex-

Puzzling Fun

You can't have a complete PlayStation party without at least one or two puzzle games. They provide the friendly and addictive gameplay that will keep guests coming back for more. Surprisingly, not that many puzzle games are available for the PlayStation. The current leader of those that are out there would have to be *Super Puzzle Fighter 2*, another Capcom classic.

The first thing you want to do is to make sure everyone has a general idea of how the gameplay works. *Puzzle Fighter* is a unique title, so it may require some explanation. Luckily, a training video is included on the game disc that explains the game's major nuances. Now it's time to start the fun.

No team competition is available, so combat is limited to one-on-one action. Normally, the game is set to the best two out of three rounds, but you can increase the number of rounds in the options menu. Just be sure to keep your guests interested—you don't want them getting bored waiting for their turns. If you come across two guests that are extremely unbalanced in their skill levels, then adjust the game speed for each character. You'll probably want the more advanced gamer to have a faster game speed than the beginning gamer.

Here are some other great puzzle games, if you can't find a copy of *Puzzle Fighter*:

- **Sackers (Geoarc)**—This is one of the easier puzzle games to learn, so most of your guests should be able to pick it up without a problem. The cartoony characters and jazzy soundtrack are a sure hit.
- **Tetris Plus (Atari)**—A true classic, Tetris has always been a must-buy on any system. It's easy to play and totally addictive. You'll have lots of fun with this one.



clusion mode, with the time set for five-minute quarters (this makes it go quicker). Having multiple setups is the best way to have the tournament, but it's not required.

Since most sports fans are fond of wagering, we suggest that each player put in some "peanuts," and the winner gets them all. The match-ups should be drawn randomly out of a hat, and then a single elimination round held to determine the winner. Afterward, the winner can continue taunting the losers throughout the entire Monday night game. On the west coast, just start the tournament at half-time. It's a boring game, or after the game, due to the time difference.

Another fine multiplayer experience is the skins game in *PGA Tour '97*. Each person takes a generic player, and it's one to be all be with party-overs, meaning one winning hole can take it all. Here are some other awesome multiplayer sports games that are perfect for any party.

- **NHL '98**—The classic EA hockey game.
- **NBA Jam Extreme**—The best four-player sports game available is a blast for two-on-two tournaments.
- **Goal Storm '97**—Play for a new cup in the host's house for added excitement.
- **NBA in the Zone 2**—The best b-ball party until the next revs of hoop games come out.



The Joys of Multi-tapping

One of Sony's greatest creations, the Multi tap lets up to four gamers for eight players with two Multi taps! It's perfect in some serious multiplayer fun. Usually, the most popular games the tap is used for are sports games, but some other titles are also great fun and amazingly addictive.

Play Poy is a great example, because it takes some of the elements of the most popular multiplayer game of all time, **Somberman**, and combines them with cool 3D environments. Not only is it simple to learn, you also can choose from a large number of characters to play as. Each of your guests will easily find one to suit their playing style.

Granted, you can't adjust that many options in the game, but the sheer number of power gloves you can select from ensures hours of gameplay.

If your guests are into the more action-packed games, then a visit to the **Blaster Chamber** may be in order. One of the more unique futuristic sports titles to be released for the PlayStation, **Blaster Chamber** allows four players to play against each other in "friendly" competition. The goal is to try to get your opponents' chestbombs to explode before yours does. Numerous power-ups and levels keep the game continuously fresh, and the action-based style of gameplay is sure to keep your guests glued to their television screen.

Here are a few more Multi tap games you may want to include to ensure that your PlayStation party is a hit:

- **Sheer Racer** (Uta Soft)—Everyone can get in on the insane eight-player action in this "just-for-fun" racer. Always a good laugh!
- **Rally Cross** (Sony CEA)—One of the greatest racing games on the PlayStation, and pretty much the only one that supports four players.
- **Syndicate Wars** (EA)—Team up with your friends and work for the bad guys. You can link up to four players and cooperate on solving the difficult missions.

competitiveness of the session. The one drawback may be the game jangle that your guests go home with, which will be stuck in their heads after listening to it for the past three hours. Thus, puzzle games give you the perfect opportunity to crank your stereo. You can keep a tally of the wins and losses much like you would with a fighting game, but it's also fun to see who can get the longest winning streak.



A PlayStation Fighting Fest

Many people believe fighting games are too difficult to learn or that they don't lend themselves to multiplayer gaming. Fortunately, a few titles out there have enough features and options to make them viable party games. One such example is **Tekken 2**.

If there are only two of you, then head straight for the versus mode. You might want to change the number of rounds from best out of three to best out of five to make the games last longer. For an added challenge, switch on the "Guard Damage" feature in the option screen. You will now take damage every time you are hit, regardless if you are blocking or not. This adds up to some heated competition, as you are forced to be on the offensive most of the time.

If you are having a party with a lot of people, then you might want to take advantage of the game's "Team Battle Mode." Split up your guests into two teams (up to six per team), and let them select which character they want to play as. The first two people will then fight against each other—the winner stays and the loser is knocked out of the competition. This continues until there is only one character left, who is the winner! The game will then display the results of the competition, it even lists who defeated who. When everyone is feeling more confident about their skills, let the game randomly select your team's characters for you. This adds a much greater challenge.

You also might want to have a frequently asked questions sheet or a tip book handy. That way, your guests can look through it while waiting for their next turn. Seeing people pull off a cool combo or special move that they just learned is always cool, especially if they aren't normally interested in fighting games.

If **Tekken 2** is not really your style, then a few other fighting games are available that should provide some variation. You should always have at least two or three different titles, and let your guests choose which one they want to play. The following fighting games make for some great multiplayer action:

- **Soul Blade** (Namco)—While sharing a lot of the options and features found in **Tekken 2**, it has much flashier graphics and an easier-to-learn fighting system.
- **Street Fighter Alpha 2** (Capcom)—This reigning king of the fighting circuit has a host of features, including a tournament mode, which is awesome for serious competition.



A Night out with the PlayStation

A standard at underground clubs and raves has always been the presence of some kind of visual stimulus. Strobe lights, slide projectors, film loops, and computer animation have been the prevalent options up until the last few years. With dance culture always on the cutting edge, it seems inevitable that PlayStation would eventually start showing up at clubs. What makes this so cool is that many PlayStation games are pure eye candy, and can really add to a party as a visual element. Even cooler is the fact that parties can actually participate in some instances, making the whole club experience interactive. Sony has recently realized this and is starting to sponsor commercial raves on a small scale around the country (although it would like to keep its association with "raves" in general to a minimum).

A San Francisco underground hip-hop club called The Mix prides itself on combining videogames and DJ culture at its monthly event. The party features the world's top scratch DJs, including Q-Bert and the Invisible Scratch Poodles, plus some of the craziest Tekken 2 matches ever. One of the best things is listening to the DJs play the sound effects from the PSX, while scratching and rocking beats over them—truly an amazing marriage, one that seems as natural as Adidas and fat laces ever did.

The next step in club entertainment is being experimented with in England. Depth is a Japanese title in which you control a dolphin that swims around collecting rhythm loops. You combine these loops with others to create your own unique dance tracks, ranging from ambient and hip-hop to techno and trance. You can adjust the beats per minute and other factors and save all the loops to a memory card. Clubs in the U.K. have been hooking up PlayStation to the PS and inviting different DJs to bring in their memory cards with their Depth sets. Then they combine the loops from their memory cards to create end less grooves that rock the house. "Totally revolutionary!"

Baby Universe is yet another Japanese title that lends itself to a club or party situation. This 3D kaleidoscope is trippy, to say the least, and is also completely interactive. You can control your own visuals in real time or just let the thing run on its own. It's also convenient in that you can throw in any music CD for the audio stimulation, which will synchronize to some of the kaleidoscope's movements.

In the tripped-out world of dance culture, nothing says "too long, but the atmosphere that the PlayStation can offer this scene is only beginning to be explored."



Party Snacks

1 When throwing a PS party, you've got to get your party down buds for snacks. Even better, make your friends bring them, since you're already hosting the party! Although PSM doesn't officially endorse any particular snack-product brands, of course, we do have personal favorites. Here are some that we've found to be crowd-pleasers.

Pizza—A classic no-brainer. Just be careful not to get any messy sauce on the controller.

Soda—Hey, you've been down at the food, right? And you had your coffee? You're hungry! Grab a cold one!

Chips—It doesn't matter what shape, size, or style you get, as long as they go "crunch." Some good dip is also a plus—just keep it away from your PlayStation!

Pretzels—A nice and crunchy alternative. Best for snacking on during gameplay, since they leave no sticky residue on your fingers (unless you're some sort of mustard fiend).

Popcorn—A standard crowd-pleaser. It doesn't matter how salty your guests are, everybody loves popcorn.

Candy—A dish 'til it's dead adds the perfect touch to any party. Now, M&M's are great, because they bring a bit of chocolate to the table and the colors are just so damn fun!



Red Vines—Again, variety is an important part of a proper party menu. Red Vines add the perfect twist and even things up a bit. (Oldsters will do just fine!)

PSM Cookies—Who would even dare to think of throwing a PlayStation party without a plateful of these mouth-melting favorites? No one with any sense, that's for sure!

Top Secret PSM Cookie Recipe

1. Go out and buy some cookies.
 2. Buy some colored icing and go all town on those bad boys!
 3. You've got PSM cookies!
- "Or, you can just get Eugene Wang (PSM Art Director extraordinaire) to make them for you!"
- PSM Cookies are the only cookies officially endorsed by the game-playing experts here at PSM magazine. We are proud to say that our cookies are unadorned, and are 100% independent. Guaranteed to satisfy!

Win A PSM Party!



Let PSM help you throw your next party by entering our PSM Party contest. We'll send you all the things to make your party a massive hit, including a PlayStation, a GXTV, a link cable, two copies each of a variety of playable games, a Muth tap, and a few extra controllers—plus some other stuff!

To win this cool prize, all you have to do is search through all the pictures of our PSM party and circle the items from the following list that do not appear in any of the pictures. As a tiebreaker, tell us what would have made our party better—the best idea will be our winner. Three other lucky folks will win a Muth tap and extra controllers, so enter now!

Mu Mu
Party Hat
Cloud
Chan U
Narf Guns
Darth Vader

Red Bull
Etch-a-sketch
Godzilla
Chris Siete
Steve Frost
Sunglasses

Noah Mossey
Eugene Wang
Gery Liew
Lava Lamp
Parappa
Remote Control

Easter Island head
The Humpty Dance
Charles Frohman
Headphones
Zebra Records Slipmat
A Donkey

ONE MAN. ONE SOLUTION. ONE STATE OF MIND.



NOVEMBER 1997

Co-developed by

VISUAL CONCEPTS



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A The law in this town don't take kindly to strangers—especially ones that crash-land their ship into the countryside.



A Some parts are blocked by electric shields, so naturally you'll have to find the power generators and blast them to get through.



A These great robots are pretty intimidating, and you realize that they are being piloted by post-apocalyptic rejects from Legoland.

MEGA MAN NEO

After 10 years and more than 20 games, Capcom is finally revamping its classic action game series for the new age

1 It's finally happened—Capcom is making a 3D Mega Man game! Not that we don't still appreciate the blue guy's 2D adventures, but let's be honest—after 10 years and more than 20 games, Mega Man has been in desperate need of a major overhaul for quite some time. Traditionalists shouldn't worry though, because both of the original 2D series are still in full swing. Fans will be able to play their Mega Man games in whatever dimensions they prefer.

Neo appears to be set further in the future than any other Mega Man game, in a time when most of the Earth is submerged under the sea (Marineworld, anyone?). A new Mega Man (we're not sure what his relation to the older models is just yet) teams up with a young girl named Roll to search for her parents and the famous "Hidden Legacy Treasure." A cast of other characters tags along, as Mega Man stumbles onto one adventure after the other.



A One of Mega Man's more lovable new friends is this hilarious dancing monkey.

The game may look completely different from any other Mega Man game, but expect some familiar themes to return. You'll still need to beat bosses and find new weapons, like the Rocket Launcher, Power Drill, and Spread Blast. A cool new twist is that you can now equip a different weapon for each arm, which gives you the ability to use two unique powers at once!

The action in the game alternates between above-ground settings and underground dungeons, which hide masses filled with robot enemies, traps, and puzzles to solve. When above ground, the game takes on more of an RPG-type focus, with massive towns to explore and lots of people to talk to. Also like in RPG, much attention is given to the story, which is told through seamless sequences that use the actual in-game polygon graphics (no cutting away to FMV here).

Although the 2D Mega Man games are still some of the best titles out there (if you want proof, just see our Mega Man X4 review this issue), Capcom is counting on Neo to keep Mega Man a major player in the next generation of games. Judging by our peek at this early version, the little guy has nothing to worry about.

GOING TO TOWN



Just after crash-landing your airship, your first order of business will be to head into town and scout around. Also, Grandpa gets arrested for dumping his ship down on the town's nice countryside, so here is where you'll start to track him down.



A Welcome to Apple Market, where you can window-shop until your heart's content.



A Mmm... smells good! But just what purpose is the delivery supposed to serve?

MEET THE BAD GUYS

This time around, Mega Man's adversaries are more colorful than ever. You've just gotta love those guys who look like Lego people! We don't know yet exactly what evil scheme the bad guys are up to, but with a pent ship packed full of nasty robots, it's got to be no good!



After ending a 27-year, on-again-off-again rivalry, Mega Man is returning, which eventually leads to a confrontation with his robot boss-sister!



"The adventure begins when Mega Man and his crew are forced to crash-land their ship."



"These punk kids look like they're up to no good. I wouldn't turn my back to them in this alley."



"How you reflect—hey! A whole shop full of 'em! How I only see how how to get some money..."

MEGA MOVES

This new Mega Man looks to have many more moves and abilities than his predecessors. Since the demo we played only included a fraction of the game, these examples are sure to be just the tip of the iceberg.

Wall Climbing



"Not unlike a certain famous fly, Cliff says we may know Mega Man can climb up our walls, as long as you can jump to them."

Mega-Blaster



"The familiar Mega Blaster is back, only you can't charge this one up (at least at the start)."

Jumping



"As in the early demo we played, jumping wasn't very important—certainly not as much as in the earlier 2D platform games."

Power Kicks



"If one of Mega Man's arms isn't equipped with a weapon, that arm's button will trigger a kick. Use it as a last resort, because it's weak."

Side-Stepping



"As like in most first-person shooter games, Mega Man can side-step or walk along slowly, which is important when trying to avoid traps."



Mega Man's cousin, Roll, is as cute and cheerful as Japanese anime girls get (which is pretty impressive, considering that her parents just enjoyed every minute of her life).

USING THE CAMERA

Mastering the camera is a huge part of playing *Réa*. It won't adjust itself automatically, so if you turn a corner, you're going to have to remember to move the camera along with you. Here's a quick sketch of how the whole thing works:

1: Turn Right



2: Turn Right



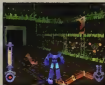
3: Turn Right



4: Turn Right



5: First-Person View



When robots invade the basement of a house near Réa, it's Mega Man to the rescue! Blast 'em all and you'll earn the owner's gratitude.



As early as you get a peek at some top-secret enemy headquarters. You won't do anything about it at first, but you'll see these things soon enough.



A little way after 20 performances of this type, the environments in Réa can get pretty tight. Camera movement gets tricky in spots like this.



The action areas hide various crates, which contain loads of goodies like guns. All you've gotta do is knock it open and the loot is yours!



At the very beginning of the game, we meet the new Mega Man as he's stealing an ancient treasure.



In-between the action, the game takes on a very RPG-like style. You'll need to explore everywhere and talk to everyone—even the girl's dog.



Here's an early sketch of the blue guy with his helmet on. You'll be able to take it on and off in the game.

Another sketch shows Mega Man's prototype—pretty impressive.



A few story sequences in the game stick with the game graphics instead of switching over to FMV, so the story really seems like a seamless part of the game.

"LOCK-ON" WITH THE CAMERA

When you go into the first-person view by holding down the R2 button, Mega Man will automatically lock on to the nearest bad guy. Then all you have to do is hold down the fire button and blast away!



Even though this looks like a first-person view, it's not. If you hold down the R2 button to "lock on," Mega Man will be in a first-person view when you hold down the fire button to blast away!

DEADLY TRAPS

It just wouldn't be rengine-on-exploring if you didn't run across a few well placed traps every now and then, now would it? Just remember to be sure and use your head, or you'll end up losing it!



1 Press... is great blue button just sitting in the middle of nowhere? Keep in mind what curiosity did to the cat....



2 You just had to step on the button, didn't you? Now you're trapped in a cell, and it's filling up with yucky robot snakes!

BAD GIRL

This girl is some serious bad news. She's the first major-league boss that Mega Man has to face, and her giant octopus-looking robot has plenty of nasty tricks up its sleeve.



3 Here she is—at this point the fight hasn't begun yet, and she already looks ticked off!



4 The target of her anger? Her two soldiers latched the job, and Mega Man is still about



5 If you want to do something right, you've got to do it your old-fashioned way! Mega Man!



6 Her octopus-like robot is loaded with all kinds of nasty weapons in her arsenal!



7 Also, Mega Man's a pretty cool guy, so he's got to be good at this!

ALL NEW CHARACTERS

Just as the original *Mega Man* and *X* series each have their own characters and timeline, so does *Neo*. Here's a quick look at the main players.



8 Aside from searching for the Hidden Legacy Treasure, Mega Man is helping Roll find her long lost parents, who disappeared trying to find the same treasure.



9 He may be an old geezer, but his engineering skills will come in handy. Guess you'd better rescue him from the cops, then! They arrest him at the start of the game.



10 Compared to his usual hero, to use the name, this Mega Man looks a little older than the others, and can do more.

11 Will this new style of Mega Man work on with the series' die-hard fans? We think so. You can expect much more coverage of this hot-looking game as further details are revealed.



12 After you talk to everyone and clear up a few things, you'll be ready to start the game. The first mission is to rescue Grandpa, and then you'll be on your way!

KISS THE ABYSS



IMMERSIVE REAL-TIME 3D GRAPHICS



DEEP SEA MULTI-PLAYER
GAME MODES



IN TOTALLY DIFFERENT
HULL-CRASHING ENVIRONMENTS



PRIMA ENIGMAS: MAGNETIC SOLARIS
DEATH CHAMBER'S TREASURE



PANTHUSOM & JONSSON



LA 50071

 PlayStation | [illegible]

LET'S GET TOGETHER

If you go to the lab, you can combine two separate monsters to create a new unique species. Find the right combination of materials to use and you can create some rather interesting offspring...



A first off, you have to select which two monsters you want to combine...



A Next, the game will "merge" them, and calculate what the end product will be.



A Finally, a new monster is created that shares the traits of both its parents!

MONSTER RANCHER

Monster Rancher takes the whole "virtual pet" sensation to an even higher level.

So you are a beginning breeder, the first thing you'll want to do is select a monster. There are three ways to do this: you can combine monsters in the lab, or you can go to the market and buy one. The game gets pretty complicated, but for now, let's just say that the first monster you select doesn't matter. As you progress, you'll learn that the first monster you select is actually the most important. You can even select a monster that is a "rare" breed, and a new and interesting monster will be born. However, remember that the first monster you select is the most important. You can even select a monster that is a "rare" breed, and a new and interesting monster will be born. However, remember that the first monster you select is the most important.

With so many original titles being released each month, it is not to know that companies like Tecmo are exploring new and innovative areas of gameplay. Who knows? Monster Rancher may even start up a whole new craze in the US.

Initially, you can choose from three standard types of monsters. However, remember that the first monster you select is the most important. You can even select a monster that is a "rare" breed, and a new and interesting monster will be born. However, remember that the first monster you select is the most important.



A It is important that you get your monster's color. If you ever want it, then it becomes difficult, and could vary well on a "grunge" phone.



A Choosing a strong monster and you can win it in the nearby fight. Do well and you will quickly become rich... Oh, is this legal?



A After your little monster today right, and it could be up at the moment on the site.

FIGHT 'EM!

Another cool feature of Monster Rancher is that you can save your creation on a memory card and take it over to a friend's house to do battle!



A When done it will just select for monster that you would like to use...



A And get 'em up against your friend's creation. Are you the breeding champion?



NBA LIVE '98

After a bumpy ride the last couple of years, EA's Live series may finally be getting some life!



A. The net in Live is still the best around—it even sways when the ball goes through.

The trusty of PlayStation is home to the best basketball games available for any system. Still, no hoops title has managed to completely capture the true energy and life of basketball. Last year EA used polygon players for the first time, but the slow play, slippery control, and flopping players really hurt Live '97.

The developers are using a similar engine to last year's Live, but they sped up the play and put in several new gameplay elements. In past versions, players would throw behind-the-back passes and perform hook shots and signature moves, but the gamer never had any control over them. In '98, you get control of the action and can perform fade-aways, leapers, cross-overs, and behind-the-back moves, to name just a few.

This new level of control gives hope to a series that was spiraling downward. Scanning the heads of all the NBA Players is another feature EA hopes will set its game apart from the others. Some of the faces turned out really well, and others are a bit freaky, but either way it doesn't matter much unless the play is there.

The early version we've been playing is already far superior to last year's, and we're excited that Live '98 could signal a return to the quality we've come to expect from EA.

MAKING A MONSTER

The "Create a Player" feature in Live '98 looks exceptional, but the faces and heads are a bit disturbing. Here's a few Frankenstein creations of our own.



A Superfly Jones with the neo-daddy beach job and the hand-dancer silhouette. Smooth.



A Our own fearless Editor-in-Chief Chris Davis, complete with his old-style glasses.



So this is what it looks like to get stomped on by Patrick Ewing. Either dunk or look up to his old 'what, me worry?' drive to the basket.



A Live '98 even includes the 3-Point Shootout from the All Star Weekend. Too bad there's no dunk contest.



From the court to the players to the crowd, EA has really stepped up this year.

FIERCE COMPETITION

NBA Live '98 isn't the only game in town. We've put together some early screens of the other big hoops games on their way to the PlayStation 3 this year.



NBA Shoot-Out '98 is Sony's best-looking hoops game yet, and the first one developed by the team in San Diego. Definitely one to watch.



NBA Fastbreak marks Visual Concepts' return to developing basketball games. As you can see, it's definitely a looker, but how does it play?



In the Zone 2 is our favorite from last year. 2K '98 will add some even more, and definitely new features on its own this year.

"...the best racing game coming to PlayStation
this holiday season... the tracks look great,
the car models are the best we've ever seen...
gameplay and control are peerless"
-PSXtreme

Take On The Hazards Of The Road:
Multiple car police chases, on-coming
traffic, cross traffic, and more!

"...one smokin' racing game"
-GamePro

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BEST RACING GAME OF 1997!"
Official E3 Best Of Show Awards
-Gamepen



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Featuring The Music Of
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SHADOW MASTER

The future is a dark, scary place, but the light-sourcing is amazing!

Following up on its success with *Tenka*, Psygnosis is getting set to dive into the first-person action genre once again with its upcoming title *Shadow Master*.

Shadow Master is set in a distant solar system that has been attacked by a heartless dictator. The game is in control of a hitech, tank-like vehicle called the Shadow Master, which is ready for some serious combat. Your goal? Slaughter the dictator and put your planet next in line for some major rearing, and you're not about to freak back and let that happen—you've gotta defend your turf!

The gameplay takes place over and under the surfaces of several planets, putting a keen emphasis on action. Don't fret, doses of strategy will be thrown in for good measure. All of *Shadow Master*'s many enemies will be fully polygonal, as will its backgrounds, and the game will benefit from some of the most mind-blowing special effects the company has to offer.

With third-generation software like *Golden Wars* and *G-Police* looming on the horizon, Psygnosis seems set to maintain its presence on the PlayStation in a major way. From what we've seen so far, *Shadow Master* has everything it takes to be the company's icing on the cake.

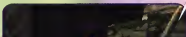
4 The drill on this spider's back stands for something—your imminent demise!



3 This guy obviously doesn't like the idea of being shot at close range.



2 *Shadow Master*'s enemies aren't dumb—they return fire before you can blink.



Turrets like these are the heart of your weapon.



1 *Shadow Master*'s bosses aren't only big, they're well protected, too. You'll need some serious firepower to crack their shell.



5 You aren't exactly the best situation to find yourself in when you're low on energy.



6 The lasers may be the weakest weapon around, but they offer unlimited firepower.

YOU CAN SEE THE WIRES...

When first designing one of the 3D characters for *Shadow Master*, wire frames are used. Textures are then added to give the character its final appearance.



7 Destroy these spiders before they run into your tank and explode!



8 You must look out with your missiles to take out the airborne foes.



9 Dynamic lighting gives each level its own unique ambience.

DEADLY EFFECTS

From *Wipeout* to *Destruction Derby 2*, Psygnosis has always had a knack for pushing the PlayStation's graphical limits. *Shadow Master* is no different, and its truly mind-blowing explosions, transparency, and lens flare effects give the game a definite edge in the 3D action game race.



1 The polygon-shattering explosions leave no doubt as to who is the hero!



2 We can't decide which is cooler: his beam, or his reflection on the marble floor below!



3 Dynamic light-sourcing like you've never seen before plays an important role in setting the game's dark, alien atmosphere.

Name:
Mia
Age:
19
Height:
5' 7"
Measurements:
36-24-36
Occupation:
Rave DJ
**Fighting
Technique:**
Pi-Kua Kung Fu
Home Turf:
The Streets

I'll Take You Out



Loads of cool characters
and environments



Endless hours of
unbelievably fast gameplay



'Tons of kickin'
alternative rock tunes

VS.

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Some of the later levels are quite hard, so you will need these abilities to light your way (and show off cool lighting techniques).



Cortex is back, and this time he's looking for help from Crash to destroy the world. They are one and Crash was a brain surgeon.



Find the secret entrance to this hidden swamp level, and you will be able to play some entirely new levels.



Use the status screen to see how many gems you have, or use it to transport Crash back to a swamp room.

CRASH BANDICOOT 2

Cortex Strikes Back

The Bandicoot is almost upon an even mean!

After we returned to *Crash Bandicoot* our last look at it, nearly all of the levels are in the game now, as well as the bonus stages. The only thing left to do is break the enemies and the camera a bit.

At the start of the game, players are reintroduced to Crash and his arch-enemy Dr. Neo Cortex. Needless to say, Cortex survived the fall from his air balloon in the first *Crash*, and is waiting on a new evil plan. What's ironic is that Cortex needs Crash's help in order for his plans to succeed. He manages to convince Crash to collect gems which will supposedly be used to help out the planet. Unbeknownst to our bandicoot friend, Cortex actually plans to use those gems to destroy it.

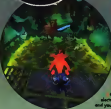
After playing the game for weeks, we're glad to report that *Crash 2* is turning out extremely well. Virtually every aspect of the gameplay has been fine-tuned and added to. Crash has new moves such as sliding, climbing, high-jumping, and hanging to help him through the game's 25 stages. Cool new additions like quicksand and soft sand (which Crash can burrow through) give the levels distinctive looks. As for the weather conditions, if the developers were to make the gameplay fresh and the challenges balanced, then we could be looking at one of the best games this year. Check out our review next issue for the final word on this much-anticipated title.



For the sequel, Naughty Dog has fixed the frustrating save system of the first game. Now you can save any time you want!



At the start of the adventure, a helicopter image of Cortex appears and persuades Crash to help him out.



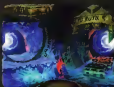
Crash has never been a fan of electric eels. One step into this pool and you'll end up with fried bandicoot.



When Crash gets that look in his eye, it's only mean one thing—some poor small animal is about to get made on.

CRASH COURSE IN SPECIAL EFFECTS

Naughty Dog worked hard to make *Crash 2* visually superior to the first game in every regard. It looks like the company succeeded, as this game features some of the coolest effects ever created on the PlayStation.



Amazing lighting effects are showcased in several of the game's swamp rooms. Pretty psychedelic, huh?



While you probably won't tell from this cool picture, numerous new weather effects, such as this falling snow, actually occur in level 25.



These collections, cast in the wreckage too, reflect the amount of detail put into each level.

With gameplay and graphics as good as these, Crash certainly has a lot to be happy about.



DIG THIS!

One of Crash's new tricks is his ability to burrow into the ground. If used properly, it can help him dodge enemies. He can even use his spin attack while still underground.



RATIONAL INSTINCTS

While some of Crash's original animal adversaries have returned for the sequel, there are also some new ones to challenge his skills. Each of them has a weakness that you must learn in order to defeat them.



• We don't know what these things are, but they sure are easy to kill. Besides, Crash loves to spin first and ask questions later.



• These spiky turtles require a two-part plan, since a dinner spin attack won't work. You will first have to jump on top of their shells to flip them over.



• Yeah, this bird looks all tough rearing down for the attack, but all Crash needs to beat it is a quick jump on its back.



• There is simply nothing worse than becoming a pest for a headcut-eating giant. Simply use your jumping spin attack to put this plant on a permanent diet.



• Wholes are too big for even Crash to handle. If you steer your bucking bear out of their way, you'll be fine.

Crash's arch-enemy, Dr. Neo Cortex, has a brand-new and plan, and it involves using our hero!



For some reason, this bear has a huge grudge against Crash. And considering how big he is, it's probably wise to just beat and run away.



To give each enemy its own unique look, numerous test runs were used for each part of the level. In fact, Crash 2 uses over twice as many textures as the first game!



While quicksand may slow him down, eating can truly stop our dedicated Bandicoot.



• Hit the right switch and these transparent labels become solid, leading to a new area.



• Killer bear can be a real pain, especially since Crash is allergic to them.

PICK A

(HEY, IT'S CHRISTMAS.)

"Tekken 2 is the best...no contest."

-Game Players August '96

"Tekken 2 is THE can't-miss PlayStation game of the year!" - Game Players September '96

"This game is a must buy for anyone who owns a PlayStation (novices and fanatics alike)." - PS Extreme September '96



鉄拳
TEKKEN 2

FIGHT.

PICK TWO.)

"Soul Blade heads the early list for best fighting game of the year." - GameFan February '97

"...no gamer should be without this: the most spectacular fighting game ever to grace a console." - GameFan March '97

"...it's simply the best 3D fighter on the PlayStation." - Video Game Advisor February '97



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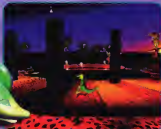
Do you look at *Gex 2* and leaves little doubt that the developers had fun making this title. The light-hearted attitude of the main character carries over to the entire game, and a tongue-in-cheek spirit even affects the levels and animations.

For instance, take the Kung Fu sections. These bright Oriental environments look like they are straight out of a Bruce Lee film. While in these levels, *Gex* dons a sharp kung fu suit and breaks out with ridiculous chop-socky poses.

In fact, the entire game brings to mind leisurely Saturday afternoons watching television. Levels that mimic pop flicks, caveman movies, and so-film are perfect counterparts to the standard cable channel. *Gex* is appropriately dressed for each setting, and the game's play reflects this quirky design as well. The variety of levels keep the action fresh as players progress through each area, with the promise of something new and exciting around every corner. This variety also helps keep the many obstacles players must overcome less monotonous than those in the typical platform game.

Altogether, *Gex 2* offers a truly cohesive design aimed at providing players simple fun. This overall attitude should keep the game from being overshadowed by the flood of other platform titles that are aiming for a holiday release.

"It's a smooth, he's stylish, he's a gecko. Even if you didn't care for *Gex's* first game, you're going to adore the snail looking pretty good."



1. The stunts in this stage are hoping to make a little gecko star.

GEX 2: ENTER THE GECKO

Crystal Dynamics' latest 3D platformer just keeps looking better and better



Brought meaningfully personal. From *Gex's* snail looks dangerous enemies.



Sharp lighting effects make even the most out of the world environment look surprisingly real.



4. When left alone for awhile, *Gex* breaks out into an assortment of wild and outrageous animations, like this yawn. *Gex* shows *Gex*, who doesn't.

GECKO ON THE MOVE

The *Gex 2* level designers really went out of their way to make each world completely different from the rest.



3. For this stage, *Gex* is drunk down and dropped into a computer motherboard.



5. The secret to crop circles is revealed in the hardest machine of other quest.

GECKO IN DISGUISE

Always on the cutting edge of style, *Gex* dresses appropriately for each environment he encounters.



1. As a New York street cop, *Gex* takes his time into his own hands.



2. In the motherboard level, our hero dons a Silicon Squealer-Lik outfit.



6. *Gex* must have learned all of his moves from Miyagi-San...



But you may be an *Dark Gecko*. Just be in completely unique with a light suit.



NECK HAIR WAS MEANT TO BRISTLE.



This game rps asphalt. White-knuckle the wheel and feel those raw nerves pulse. 230 mph. Crashes so realistic, you'll beg for save. Add a



little split-screen action so you can taunt your friends. Formula 1 has been reborn. Grab hold, Pierre. The back of your neck is going for a ride.

FORMULA 1
Championship Edition
www.psygnosis.com

ATTENTION TO DETAIL

Since so much emphasis was placed on ensuring that the tracks were 100% accurate right from the start, every little detail is being labored over to bring home the most realistic racing experience possible.



Can you recognize the big arena racetracks in Cleveland, Ohio...



...Or maybe the Coliseum in Vancouver looks real enough to you!



A Drive into the pit-stop lane if you need repairs or even fuel.

CART WORLD SERIES

Who won't get the most realistic then Sony's latest racing game?

After playing *CART World Series* for the first time, one major thought comes to mind—this game could easily give Formula 1 CE a run for its money.

Since it's based on the Championship Auto Racing Teams (CART), all 12 circuit tracks are featured. You'll see such famous tracks as Laguna Seca and Michigan Speedway. In fact, Sony spent a lot of time making sure that the tracks were exact replicas of their true-life counterparts. The developers consulted the actual blueprints, so every dip, bank, and turn is a perfect match.

As for the drivers, this game has 19 of them—including Bobby Rahal and Al Unser Jr. So if can't find a driver that you like? Use the "Create a Driver" option to make one. You can even enter your own name to personalize your custom driver!

CART also seems to have every option a hard-core racing fan could ever want. Virtually every aspect of the race can be adjusted. Want different tires for your car? No problem. You can adjust that as well as other car features in the "Car Setup" menu. As for straight racing options, you are not limited to merely competing against other cars. The Qualify mode lets you challenge other drivers' best times, just like in the real circuit.

Gamers will want to keep their eyes open for the one it looks to have some features that even PlayStation's racer doesn't include—which is saying quite a lot! We'll just have to wait to see which game winds up on top.



You will have to use every trick in the book to get past the other cars. The computer AI is one tough competitor.



The level of detail in this game is so nuts, you can even create and name your own custom driver! This adds a nice personal touch to the game.



Parts of your car will actually fall off during the more spectacular crashes. Damage your car too much, and you won't be able to continue the race.



The standard "to-the-car" view is done perfectly, making both the feeling of pure speed a great joy!



"Duel" racing rule it's hitting it well too but will cause your car to flip, so it's not always and you will lose the race.

OPTIONS AND MODES GALORE

CART World Series features a whole slew of options and modes. From tweaking your car to practicing laps, you should be able to find pretty much everything in this game.

CART CAR SETUP



A lot of your race may vary you want. It's so detailed, you can even decide which type of tires to use and how much gas the car will carry!



Sometimes you simply want to practice racing around a particular track. With *CART Practice mode*, you can perfect your driving skills.



Best against the computer's best times and see if you have what it takes to qualify in the Time Trial mode.



JET MOTO 2

Jet Moto 2 will have you hanging on for dear life!

Differently one of the best games SingleTrac ever created, the first Jet Moto had the perfect mix of cool tracks, pumping music, and realistic physics. Its sequel looks to improve upon every aspect.

Graphically, Jet Moto 2 looks a little bit better than its predecessor, and it features new visual effects such as fog and ambient lighting that add an extra level of realism. The tracks and hoverbikes even sport a higher polygon count, so everything looks a bit more solid and detailed.

Ten brand-new tracks are featured—these aren't the run-of-the-mill tracks, either. Gamers will be racing through such diverse backgrounds as volcanoes, roller coasters, and a post-apocalyptic Los Angeles. The tracks are also a little bit tougher than those in the first game, so even veteran gamers will face some serious challenges.

Thanks to an improved physics engine, the hoverbikes handle more realistically. The game supports Sony's dual-analog controller, so you know the control is dead-on. Combine that with amazing new track designs, balanced AI, and options galore, and you have a game that has the potential to take the racing genre to a whole new level.



The maps have been totally redesigned from the original game, and are now much easier to read.

SingleTrac cut down on the number of shortcuts to make each race more unique.



All the turbo boosts at the right moment as you approach a ring, and the next thing you know you're re-living an episode of the Duke of Hazard. You bet.



INTENSE NEW TRACKS

SingleTrac is really going combined with the tracks in Jet Moto 2. Concocting, gorgeous scenery, tremendous jumps... nothing is left out. Just beware—plenty more dangers lurk behind every curve!



Scattered amongst the 10 tracks are a host of natural wonders. Check out that geyser!



Tracks are now even detailed and feature realistic environments, such as this forest.



A river flowing over a former lava bed makes for some pleasant scenery.



A take a ride through post-apocalyptic L.A. You certainly won't be seeing engine traffic jams.



Go easy and perform extra confidence maneuvers in this deadly-to-hand.

INTERACTIVE BACKGROUNDS

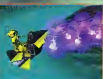
Not only do the backgrounds in Jet Moto 2 look better, they also feature some interactive elements. For example, driving too slowly across rivers or flowing lava can cause your hovercraft to veer off course, due to the currents.



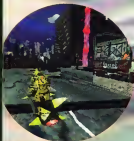
Coming caught in a molten lava flow isn't the best way to help your Jet Moto career.



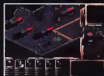
Yes, this isn't a wilderness, cutting sequence. You have to keep the speed to make a successful race ending and not get caught away!



A if used right, a good graphics can show some very important sounds all you fire.



To be honest, the graphics aren't that much better than the ones in the first game, but the course are much more complex.



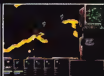
FROM DABBOCK TO RUPTURE — HARNESS 11
UNIQUE AND DEFIANT CHARACTERS.



DENSE JUNGLES, AND DESERTS,
AND THE DEPTHS OF HELL ITSELF!



WEAVE A TANGLED WEB OF
PLAYER-CREATED SIBIRLINGS.



A FIERY COCKTAIL OF FUNNIES 3D ACTION
AND STRATEGIC RPG.

WORLD WAR FREAK

SEVEN SUPER-SOLDIERS
ELEVEN REAL-TIME COMBAT MISSIONS
A THOUSAND GENETIC MUTATIONS
A MILLION WAYS TO DIE

You're commanding a team of
heavily-armed warriors into unholy war.

And in the heat of battle
each of them will be changed.

They'll learn new strategies.

Gain new powers.

Handle bigger weapons.

Form new relationships.

Hell, some of them
might even live.

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RESIDENT EVIL 2

As we get closer and closer to the new year, new details emerge about Capcom's hot sequel

Easily one of the most eagerly awaited games of all time, *Resident Evil 2* regrettably won't be released until the upcoming year. Fortunately, Capcom recently came by our offices to give us the latest update on the title, as well as the general background story.

In Raccoon City, the Umbrella Medical Corporation has been performing disturbing biological experiments on the town's population. The experiments have gotten out of control, and most of the town has been turned into bloodthirsty zombies! They now roam free, along with some other bizarre creatures, mauling any living things they encounter. Capcom has spent a lot of time making sure the monsters are more varied, so you will rarely see two zombies that look

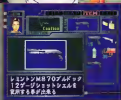
Leon Scott Kennedy, RPD's hero, and his new partner, Claire, are our only hope against total zombie infestation.

exactly the same. Expect more than a few other nasty creations to rear their ugly heads, as well.

The events in *RE2* take place several years after the first game, so the two main characters, Leon Scott Kennedy and Claire Redfield, are also completely new. The game will develop somewhat differently depending on which character you choose to play as, just like in the first game. And since *RE2* takes up two discs, it's possible that an entire disc is devoted to each character. That's a lot of gameplay! Another cool feature is that what you do as one character will affect the game when you play as the other character. For example, pick up an item when playing as Leon, and it won't be there when you play as Claire.

The same game engine is being used for this sequel, but the new backgrounds look as good as those found in *Final Fantasy VII*. Add the chilling sound effects, and *RE2* makes an interactive experience that even Hollywood can't touch.

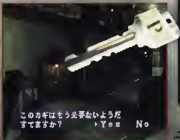
The game engine has been tweaked to handle more zombies on the screen at one time. There is certainly nothing more than being surrounded by them.



The inventory option screen helps you keep track of all your weapons and ammunition. Run out of bullets and you are one dead click.



It looks like the experiments are back. For those who don't remember, they are used to save your place in the game. Let's just hope that Capcom's really the saving process is like under the time by adding more experiments and bit obstacles.



WHAT, NO FMV?

What's nice about *Resident Evil* is that it doesn't use traditional FMV segments to tell the story. Instead, the standard in-game graphics are used, with movie-like "letterbox" bars at the top and bottom. This gives the game a cinematic feel, without breaking away from the action.



▲ "Don't shoot, I'm a friend!"



▲ "I'm sorry that I thought you were one of THEM."



▲ "Great! Sweet! The killing sweets are still running!"



▲ "Ahhhhhh! Get off me, Richard!"

As in the first game, *RE2* requires you to find keys before you can unlock and pass through certain doors.

PLAYING HURT

Several cool new details have been added to *Resident Evil 2*. One of our favorites is how your character now shows damage. The more chewed up he gets by the zombies for whatever other nasties he encounters, the more he starts to drag his feet a little and show damage. It's a little thing, but it really adds to the overall movie-like feel of the game.



▲ Leon's been beaten up, but of those pesky zombies, he's managed to get the jump on him. He's in full health, and looks fine.



▲ A couple of clumps and non-lethal hits, and Leon starts to feel his side and walk with a bit of a limp.



▲ After barely escaping a zombie ambush in the office, Leon begins to feel more seriously injured, and his walk is a bit off.



▲ It's amazing how much detail was put into the new backgrounds, especially since the game pretty much uses the same graphics engine as the first RE.



▲ From the very get-go, gamers will be put into the heart of the action. Have you're prepared to face-off against hordes of pissed-off zombies?

PUZZLING GAMEPLAY

The core challenge of the *Resident Evil* series is the vast assortment of puzzles that the player must solve. While many of them require you to simply match up items with their appropriate uses, others require a little bit more thought. Successfully solving a puzzle rewards you with a special gem. However, we aren't exactly sure what these are used for...yet.

▼ Simply light the fireplace with your lighter and you will get a little surprise...



▲ This statue, found in the Raccoon City Police office, requires a little bit more effort. You must move the statues on top of the two pressure plates, and the gem will drop from the statue.

EVEN MORE GORE!

One of the draws of the first *Resident Evil* was the vast amounts of blood and gore that were in the game. Well, the thrills and chills are back. Only this time, they're even more graphic!



▲ Want to know an easy way to kill a group of zombies? Just aim your shotgun high, and then "blow" 'em more headshots.



▲ During your search of Raccoon City, you will find plenty of bodies strewn about, all that remains of a gruesome zombie feast.



▲ Time your shot just right, and you can blow a zombie in half. But even that's not enough—the upper torso will continue to crawl after you.



> It's nice out, Kurt (that is, if you're like some kinda sicko alien leather thing).

MDK

Shiny's PC hit finally comes to PlayStation

Considering the critical and commercial acclaim that the PC version of MDK has already received, the PlayStation port has some mighty big shoes to fill. Luckily, an early look indicates that all of the gameplay goodness will make the transfer unscathed.

You play the role of the main character, Kurt, who is an assistant to the crack scientist and inventor Dr. Fluke Hawkins. Armed with Doc's most powerful weapons, Kurt is dispatched to infiltrate and destroy certain alien mining operations in order to save the Earth.

PlayStation owners may not be immediately impressed by the type of gameplay MDK offers, since third-person action games are standard PlayStation fare. However, unique features like Sniper Mode, the robot chute, and a whole array of creative and humorous weapons give MDK a charm all its own.

The graphics, however, may be the area that turn a few heads. Special lighting effects, newly-added textures, and an expanded color palette strive to push the PlayStation to its max. Combine that with Neversoft's commitment to solid gameplay, and MDK has a bright future.



> You can use the surrounding environment to your advantage. By using it well for cover, you can take out enemies without putting much danger to yourself.



> Talk about stress. Not only will you have to worry about enemies, but also various preset traps. One hit from this badger and you'll be hurt!



> Each level presents certain traps, which may be as simple as destroying a generator. But you also might have to fight a boss!



> A MDK is filled with links, and special effects such as the reflective surfaces in this room. Pretty disorienting, huh?



> Fortunately, weapon powerups are scattered everywhere, so you will seldom have to conserve ammunition.



> The enemy aliens are dark and menacing. Just look at the guy—he has no remorse, no soul. He's a guilty-free target if ever there was one.



> Help! At every point in MDK, you will find yourself completely surrounded. That's good news for your trusty blaster!

SNIPER MODE

One of the most innovative features in MDK, the Sniper Mode switches the game out of the standard third-person perspective and into a zooming first-person view. Now you can pick off enemies from far-away distances, as shown below.



TOOLS OF THE TRADE

Kurt will have to rely on more than his guns if he hopes to successfully complete any of MDK's cleverly designed levels.



> Is this Eaten? Nope. It's Kurt using his high-tech robot parachute. With the ribbon chute, he can glide short distances and attack enemies from the air.



> Dodging enemy fire is no problem when you're riding on a bouncelord. You can use it to quickly bypass the nastier enemies and proceed to the next area.



Youngblood was the debut book from fan-favorite artist Rob Liefeld, after he left Marvel comics to venture out on his own. This superhero team reflected the ambitious and daring nature of its creator, an attitude that carries over to the new game.

Youngblood is easy to peg as a strategy title because of its isometric perspective and far-off camera views. Players control a team of superheroes they have built and equipped with weapons. Each Youngblood character has a variety of unique weapons and special powers—the massive stone-textured Badrock, for example, uses his strength and size to cause ground-shaking earthquakes, while Shift, the team leader, can use energy arrows.

If single-player games are not enough, Youngblood features a variety of multiplayer options. Death matches and cooperative missions let more than one person enjoy the action and add extra depth to the strategy and gameplay. Characters also develop throughout the game, building skills and powers with experience points.

Although the Youngblood license may not be as valuable as it was when the project first started, the game's unique design and gameplay could make this title a hit.



A lot of research is the key to developing stronger, more powerful teams.



A Mission briefing sets the stage for each level, with story elements from the comic books.

EVOLUTION

Hey, whoever said that bringing comic book heroes to life would be easy? The developers are creating the in-game graphics of the Youngblood characters through a painstaking three-step process, using top-of-the-line rendering equipment. In the following example, you'll see how the fan-favorite Badrock was created for the game.



Step 1: A completely detailed wireframe model is created to match Badrock's form.



Step 2: Simple textures are applied and the shading is calculated.



Step 3: The color textures are put in, and the scene is finalized. *Wah-Badrock!*

YOUNGBLOOD

GT Interactive debuts a whole new gaming experience for fans of spandex-wearing heroes.

All of your favorite Youngblood characters are available to use in the game.



TEAM SUPERHERO

Youngblood lets players create their own unique teams from a variety of fleshy superheroes.



Riptide better have the power to keep her out from falling down—hardly to have in a firefight.



It's always a good idea to choose a character that has firepower bigger than Popeye.



Badrock uses a side weapon that fits his powerful persona.



The team can choose special powers at any point during the game.



Teamwork is the only way to overcome enemies when you are outnumbered.

THEY ARE HOLDING CO. BATTLESTONE IS COULD CLICK UP THE CANYON



You can equip each character with a variety of weapons from the original comic.



Some characters will reveal information that will help solve the mission.

THEY ARE HOLDING CO. BATTLESTONE IS COULD CLICK UP THE CANYON

COOL BOARDERS 2

Whoa, dude! The boarders are back and better than ever with a new bag of tricks



The busy life is just one of the seven new boarders.

the crowd cheers below you. It's the single coolest thing in the game by far.

CB2 has also beefed up on the tracks, an area where the first game was seriously lacking. With both downhill and big air courses, the count comes to a whopping 16 tracks! When you add in the seven different boarders, all their clothing combinations, plus the 18 boards, you've got quite a lot of choices to make. Throw in a split-screen two-player mode, tons of practice arenas, and a veritable avalanche of new tricks, and you've got the tools for making one kick-ass snowboarding game.

If you're still thinking about buying the first title, put your money away and wait—Cool Boarders 2 should be the ultimate

> Catch some crazy air as the new half-pipe and make the crowd go wild!



Cool Boarders 2 lets you turn up the hill with seven different characters, an 16 unique tracks with a selection of 18 different boards—wow!

SICK NEW MOVES

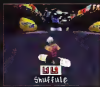
Cool Boarders 2 has way more tricks than the first game, but it takes a lot of practice to pull 'em off with style.



• To impress the crowd, bust out a Kick Air.



• ...Then break 'em out with a Mute Grind.



• Before finishing off with a Shuffle Slide.

3 WAYS TO PLAY

The first Cool Boarders was severely limited by its lack of track variety. The second installment will have three types of tracks. Downhill, Big Air, and Half-Pipe.



• For you Chicken Heart types, catch the Big Air.



• If you're feeling the need for speed, then check out the fast and furious downhill courses.



• Or do what we do, and chill on over to the half-pipe and practice your tricks. Awwwwww!



• The half-pipe is the coolest thing in Cool Boarders 2.



• Ah, there's nothing like boarding on fresh powder!



• Hit the split-screen stages and compete with a friend.

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puke!



These guys know how to party.



WD MIDWAY

RAMPAGE
WORLD TOUR

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November



CHECK OUT THE NEW LEVELS!

Tomb Raider 2 will feature a greater variety of environments for Lara to explore. Here are just a few of them:



We're not certain, but it looks like this is supposed to be the inside of the Great Wall of China.



Next, head outside and into the canals of Venice. This level proves to be one of the best in a game called Tomb Raider... but hey, who cares?



They just don't make Quetzalcoatl temples like they used to, so let's just hope this place is deserted.



Running through these ancient canyons would make anyone feel like an professional adventurer.

Lara Croft really needs to be independent young girls who adventure more fantasy come to life? No matter what you think, the game sure is fun!

With only a few months left before Tomb Raider 2 hits the press, Core is working hard to ensure that the sequel surpasses its predecessor in every aspect.

All the weapons are now in the game, with a much larger variety and selection than in the first game. Aside from the old favorites, such as the magnum, Lara now sports automatic pistols, a grenade launcher, and an M16. She can even use a spear gun, allowing her to fight enemies and nasty critters while underwater!

All this hardware would serve no purpose if there weren't enough things to shoot, so Core made sure to include an even larger number of opponents for Lara to tackle. This time around, however, the emphasis is more on human foes, with only a few new animals making an appearance.

Level designs are pretty much finished as well, and will provide speculators with even larger and more challenging environments to explore.

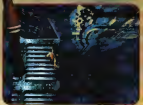
The main problem with the first game was that most of the levels seemed the same. You were basically always limited to exploring caverns and other enclosed areas. In TR2, this problem has been eliminated. You will be able to explore a vast assortment of open locations, spanning from run-down open houses to the canals of Venice. For the trackballer, TR2 still has plenty of Indiana Jones-type levels, in the form of catacombs and ice caves.

We still have no word on the background storyline or what new puzzles to expect, but Eidos has assured PSM that gamers will once again get their money's worth. And from what we have seen, you certainly won't be getting any arguments from us!

With loads of new weapons and adventures on the way, Lara just has to wait!



A host of your enemies are new humans. Animals, such as tigers, do make appearances, but not very often.



A Core has tweaked the camera to make it more useful and easier to control. Just be sure to look before you leap!

TOMB RAIDER 2

Core's hard work is really starting to show, and after what we've seen, this game will easily be worth the wait!

STAY ALERT!

In order to top the first game's challenges, Core has devised some rather devious traps for TR2. You'll have to constantly be on your toes if you hope to make it out in one piece.

Building this swinging crate requires expert timing and precision jumping skills.



Fire is one thing that Lara can't handle, and isn't always that easy to turn off. The switch that turns these fire pits off.



A Tiberius switch, with a breakaway floor right below it. This is going to require a lot of skill and more than a little luck.

Ready to get out? Lane now sports the latest in underwater fashion and accessories.



A USEFUL TOOL...

Flares are so important in this game that an entire button has been dedicated exclusively to whipping them out at a moment's notice. Many areas are extremely dark, or at least have dark parts, so stockpiling a good number of these flares is a definite necessity.



Lane must spark flares to light up her entire world... you never know what she'll find!



These ones on the ground and it will illuminate the whole room for several minutes.



A The underwater areas are large, with plenty of areas to explore and plenty of enemies to face.



Lane sports a big new ponytail, which swings around very realistically.



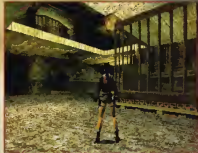
A Climbing, one of Lane's new skills, is used in almost every level.



A The underwater ship is a totally cool level, using a large variety of features throughout. Since you're in the bottom of the sea, you'd better have plenty of flares on hand.



A Don't be fooled—this is no parking lot. Put your head in this cage and you might not get it back. Since you can't shoot these enemies through the bars, you'll probably end up seeing them from somewhere, which probably isn't in your best interests...



A Since *ICE* was basically the same engine as the first game, Core was able to dedicate more time to level design. From the look of areas like this one, the extra attention really paid off.

Franky has an interesting twist and having appeared in few missions, fans weren't a moment of reflection... Yeah, they deserved it.



A Franky... is this really a cheat code, or just another puzzle for you and Lane to solve? It's questionable that these will leave you up at night—that is, when you finally decide to sleep after playing for hours!



Some areas have no paths through them in order to make things... only this time they are a bit more difficult.



A spectacular battle like those are commonplace in Critical Depth.



A heat barrier that has heat barriers, it still stays underwater. On fire.



A staying low to the ocean floor helps you find more power-ups.



A When this many ships get together, someone is going to get crushed.



A While other ships are heavily armored, this guy flies unprotected.

CRITICAL DEPTH

This wet and wild shooter could make some serious waves on the PlayStation

SingleTrac's new shooter looks suspiciously like *Twisted Metal*, only this time it's underwater. In the game, you must locate and secure enemy pods while combating a variety of nautical-themed enemies attempting to do the same. If an enemy acquires a pod first, you can still collect it by attacking and destroying the enemy ship.

Battles for the pods are the general focus of the game, with each ship fighting to collect all five pods in each level. A host of powerups are located throughout the marine environments, giving you the necessary firepower to turn your opponents into shark bait.

Like *SingleTrac's* similar *Twisted Metal* rides, one of the best features of the game is the wide selection of vehicles. You can use an underwater pirate boat, an alien saucer, a shark-like submarine, or a variety of other original ships. The design of these underwater craft is humorous, but at the same time well balanced.

Perhaps the most promising part of this title is the excellent two-player mode. The game is at its best in skirmishes against a fellow submariner. Because of *Critical Depth's* unique animals and fast frame rate, multiplayer battles remain fresh and exciting even in the midst of heated combat. If *Critical Depth's* single-player mode ends up as enjoyable as the multiplayer game, this title could make a name for itself on the PlayStation, and establish SingleTrac as a major player after leaving Sony.

"I think, man! And then, like, this shark comes up and hit me on the wall. It was awesome!"



Some of the ship designs are pretty funky... Who are you kidding? They all look funky!



This ship looks like a giant shark. We've not seen it this close before. It looks like a shark, but it's not a shark. It's a ship.

A The other two traveled across the Atlantic ocean of the universe just to be in the game. Even if they end up getting blasted into 'Shark Jaws' before, you've gotta respect their dedication.



Critical Depth is full of unique and bizarre characters to play against.



No nautical-themed character would be complete without a one-eyed, monster-looking pirate.



This group is made up of Ghouls from another world when they join a little too seriously.

IS THIS WATERWORLD?

Players have the opportunity to battle in a variety of unique underwater locations.



A The underwater scene looks all of the submarine-like together for light combat.



A The graphics are so good, this underwater city can be downright spooky at times.

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All Things Good and Bad that Plug into Your PlayStation, Part 2

Welcome to part two of our in-depth look at PlayStation peripherals: This month, we look at fun gadgets like steering wheels, light guns, and flight sticks. As in the last issue, our reviews are based on input from the entire staff of PSM. We won't hold anything back from you in our analysis—if a joystick is not up to caliber, we'll tell you

The first and most important consideration in our reviews is how the accessory plays. How does it react when you input commands? Also, how does it feel in your hands? Is it well-built, or does it feel like it's going to fall apart after a week of use? Price and ingenuity also play a role in our evaluations. Finally, we highlight products from each genre of peripheral that earned our top honors, offering the best quality and playability for your hard-earned money.

ACCESSORIZE YOUR PLAYSTATION!

PART**2**

Flight Sticks

You haven't really experienced a flying game unless you've tried a flight stick. Flight simulators are similar to driving games in that the appropriate peripheral can affect your entire experience. Nothing matches the intuitive response that a gratifying analog flight stick in your fist provides. All the sticks listed here are analog (no one has actually bothered to make an all-digital flight stick, since almost all flying games are analog-compatible). The pickings are slim, but the entries are strong. So pay attention—it's time to get serious about flight sticks!

Model: Xbox ACT Stick • suggested retail price: \$39.99 • license pending release date: September

description: A single analog stick with four action buttons and a high-hat positioned directly on the stick. Dials to the left and on the back adjust the X- and Y-axes, acting like a second stick. It features a wheel mode for driving games, plus the standard digital mode. It even has a switch that makes it emulate either the left or right sticks of the dual analog controller in games configured for it.

what we thought of it: This versatile flight stick is actually based on a PC stick. The translation to the PlayStation is a good one, and it's a great addition to the PlayStation peripheral library. It is smooth and responsive, although the dials do take a bit of getting used to. It's comfortable to hold, but the buttons on the stick could have been placed a little more strategically. Still, at a very affordable price and with great quality, this stick gets the endorsement of PSM.

rating: ○○○○



Model: 1 ASGI Entertainment • suggested retail price: \$64.95 • licensed

description: Mech 1 is an analog flight yolk that moves up and down, with a steering wheel on top to turn left and right. It includes foot pedals and a high-hat that acts as a D-pad on the wheel. You can adjust the angle of the yolk, and the up and down motion can be locked for use as a steering wheel.

what we thought of it: We had high hopes for this one, but it just doesn't cut it. This major flaw is in the lock that supposedly holds the yolk at an angle—it doesn't work at all. The yolk moves all over the place, preventing you from playing your game because

you're constantly trying to keep it in one position. It's difficult to recall any positive features because this was so annoying. It was a great concept, however. We would love to see another attempt at a flight yolk, but then again, they aren't found in too many high-performance aircraft. Sony has yet to come out with a Cassini simulator, so there isn't much use for one.

rating: ○

Model: Scorpion M-1 • suggested retail price: \$34.95 • unlicensed

description: A single analog stick with turbo, autofire, and digital mode. It has four action buttons on the stick, plus a high-hat on top for use as a D-pad.

what we thought of it: This flight stick is marketed as a controller for all games. It's not really useful for games other than flying, but as an analog flight stick it fares pretty well. Similar to sticks available for PCs, the Scorpion M-1 is very smooth, no heavy jerky movements here. It can also be used as a digital controller, although you may have to get a little creative with the games you'd like to use it with. The stick has one problem: The shoulder buttons are located on either side of the unit, which makes them difficult to push when you already have one hand on the stick. Some games can be configured to eliminate this drawback, but others will simply frustrate you—unless of course you have three arms.

rating: ○○○



TOP HONORS

Model: Dual Analog JoyStick Sony CBA • suggested retail price: \$69.95 • licensed

description: Sony gives you two analog joysticks for the price of one. All eight action buttons are on each stick, and they are repeated on top of the console between the sticks. A high-hat on top of the right stick works as a D-pad. This was the first analog stick available for the PlayStation. **what we thought of it:** If you want to get the most out of Ace Combat 2 or any of your other analog flying games, then you need this joystick. It is by far the best stick available, even compared to the flight sticks from other systems—including PCs. It is definitely worth noting that all the analog flying games are configured especially for this stick, eliminating the complications of setting up configurators (as with other single analog flight sticks). The only drawback to this stick may be finding somewhere to keep it when it's not in use.

rating: ○○○○○



Steering Wheels

For fans of driving games, a steering wheel can offer the best and most realistic form of control possible. All the wheels featured here analog and digital modes and all come with foot pedals for the gas and brakes. Most will also have a D-pad on the wheel for navigating through menus and option screens. Factors you should consider when looking for a new wheel are turning radius, button placement, weight and feel, how well it snaps back to center, and, of course, the foot pedals. Also, how easy is it to set up and jump into gameplay? Does it need a whole bunch of programming and configuring before you can start playing? (The waiting can be long enough with those pesky loading screens.) Check out our reviews before you buy so you can make the educated decision once you're at the store.

TOP HONORS

Model: V.I.E. Racing Wheel • suggested retail price: \$59.99 • unlicensed

description: A fully programmable steering wheel with a thing neck that also telescopes. The wheel's 300-degree turning radius is totally programmable, so you can set the sensitivity to your preference. It comes with detachable suction cups and handy wings on the bottom that fit under your legs for couch driving.

what we thought of it: This is the one to buy. Every aspect of this wheel has been carefully planned out with the gamer in mind. It feels very solid, and the wheel moves as smooth as silk. It was obviously built with the same high quality as other Interact peripherals. The wheel snaps back to center and provides adequate resistance when turning. It's the adjustable features that send the thing through the roof, though. You can adjust the steering sensitivity to your liking anywhere within the 300-degree radius, and you can fully program the button configurations. Your settings are also automatically saved for later use. While playing from a tabletop works well, how many of us are set up with a table at just the right height and distance from the couch in our gaming area? Not many, at least not between those of us here at the office. To combat this, Interact has added wings to the base that you sit on, making this the most comfortable wheel out there. With its pick-up and play attitude, no wheel beats it.

rating: ○○○○○



Model: Power Wheel • suggested retail price: \$59.99 • unlicensed

description: Configured for multiple consoles with programmable buttons to change to your preferences. The Power Wheel also has a gear shift, but it's on the left! (huh?) The neck is adjustable and sets on a moderately wide base, but it has no suction cups to keep it on the table.

what we thought of it: Frankly, we couldn't get this wheel to work properly with anything. We eventually got the steering part to work on a couple of games, but we never could get the foot pedals to work. If we had bought the steering wheel, it would have been returned to the store the next day or sooner. Even if it did work, we would still have been disappointed because the quality is just not there. The wheel is very light and feels sticky when you turn it. Overall, this is the biggest and worst waste of 60 bones there is.

rating: 1/2 ○



MAD CATZ STEERING WHEEL
Mad Catz • suggested retail price: \$69.99 • licensed

description: Sits on top of the table and comes with detachable suction cups. It also features a gear shifter.

what we thought of it: The first wheel on the market for the PlayStation, the Mad Catz steering wheel is still one of the best. It doesn't have all the nifty options the Internet wheel does, and it has to sit on a table, but it does have the best feeling and most reacting wheel—better even than the V3. It provides the most resistance while turning and snaps back to center faster than any on the market. The main limitation is its table-top positioning, which makes it tough to set up unless you have the ideal spot for it. The pedals work great, especially with those games featuring analog brakes and gas. If you have an empty table top in the middle of your gaming area, you might want to pick this one up.

rating: OOOO

PENNER PERFORM WHEEL
SCAT • suggested retail price: \$69.95 • unlicensed

description: The wheel only has four buttons, with five more on the base. It sits on a table with suction cups to secure it. No D-pad is featured on the wheel.

what we thought of it: Compared to the rest of the wheels, the Penner has the worst feel in the steering. It has a very small radius and provides hardly any resistance when you turn. The pedals are a little stiff, but they are effective. None of the buttons are marked, so it takes some time to figure out which ones do what. Without a D-pad on the wheel, it might be tough to get through some menus or pause screens. If the price point were much lower (maybe around \$30-\$40), something that better reflects the quality, then this wheel might be one to consider. But at \$70, there are definitely better options out there for your money and driving upus.

rating: OO



THE WHEELS ULTIMATE
Penner Perform Wheel
SCAT • suggested retail price: \$69.95 • license pending • release date: October

description: This just may be the ultimate wheel once it comes out. It damn well should be, considering the price it's slated to have. The Ultimate Penner will be compatible with a variety of console systems, featuring a chip inside that detects the system you are using. It will feature 17 buttons and a D-pad for navigating game menus. You will be able to customize the steering rotation to your liking, much like the V3. A unique precision-centering mechanism will snap the wheel back to center, and the wheel itself will feature rubber grips and some pretty LED indicator lights. A plethora of mounting options will be in the package, including the standard suction cups, brackets, and (we can't wait to see this one) leg straps. The components are promised to be of the highest quality, and this will be the only wheel to feature glass-filled polycarbonate gears. The wheel will also transmit readings every 1.1 degrees of movement, making this a contender for the most accurate steering peripheral ever. With the addition of newly engineered foot pedals to combat leg cramping, this product has a lot of hype to live up to. Once we get our hands on this one, you can be sure we'll give you the full scoop and a complete review.



MASTER DRIVE
Nuby • suggested retail price: \$65.95 • unlicensed • release date: October

description: Following the trend of programmable and versatile peripherals, Nuby is putting out what looks to be a very high-quality wheel. It will be compatible with all three con-

soles and is packed full of features. The turning radius of the wheel will be fully programmable, the buttons can be relocated, and an LED display will let you know what you're reprogramming. It will have precise auto centering, plus both digital and analog modes (a HagCon configuration). It will also have a D-pad on the wheel and six different color lights for defining different button locations. Finally, you will be able to secure it to a table top with two suction cups or sit it on your lap. We'll bring you the full review as soon as we get to play with one.

Light Guns

Almost as old as gaming itself, light guns are the best, and really the only, way to get the most out of your gun shooters. The technology has improved over the years and reached a pinnacle with today's PlayStation guns, which offer improved optics and new features like auto-reload, autofire, and other interesting enhancements. Originally, Konami's Justifier was the only gun available. Today, there are more than 10. Each one possesses something inventive, which makes for some very cool guns. They all have similar optics, so one gun will generally be as accurate as the other. The differences are in aesthetics and extra enhancements. We've tried them all, so you can trust our recommendations when it's time to get a new gun.

GUNZ ARCADE ACTION SHOOTER
Arcade • suggested retail price: \$26.99 • licensed

description: Laser gun design with a 5-, 10-, and 15-round automatic reload switch.

what we thought of it: This is the perfect example of an average light gun. It's fairly light and fits comfortably in your hand, but nothing here makes you say "wow." The reload switch is handy, but several guns have the same feature. It is a bit unique in that you can switch between the rate of reload, but we're not sure how useful this is. Being one of the lower-priced guns, the Gunz Arcade Action Shooter is one to consider. You just have to be partial to the laser gun motif.

rating: OOO1/2



JUSTIFIER
Konami • suggested retail price: \$29.99 • licensed

description: One of the few licensed light guns, the Justifier is pretty basic. It has a trigger start button, and the special weapon button.

what we thought of it: The Justifier was the original light gun, and it remains at the top of its game. It's very accurate and has that "real gun" feel in your hand. The special weapon button is conveniently located on the back for your thumb to hit. The quality and workmanship of the gun outweigh its lack of special features and decrease your money. You do have to like its lime-green color, however.

rating: OOOO1/2



FAIRFAX
Mad Catz • suggested retail price: \$29.99 • unlicensed

description: Shaped like a Star Trek phaser, the gun is designed for both the PlayStation and the Saturn. It has buttons on the sides for special functions like grenades and red eye.

what we thought of it: It looks really cool, especially if you're a fan of Star Trek, but whoever said Captain Kirk's phaser was accurate? With the lack of any kind of barrel, the Fairfax is difficult to aim. Because of this, it becomes something that's cooler to look at than to play with. Also, the placement of the special buttons was not well thought out—they are hard to hit with just one hand, especially if your hand is small.

rating: O



TOP HONORS

LUNAR GUN
Nuby • suggested retail price: \$37.99 • unlicensed

description: Similar in shape, feel, and size to the Justifier, the Lunar Gun also comes with several enhancements. You can select between autofire, auto-reload, and an "easy" mode that lets you squeeze off three-round bursts with each pull on the trigger. Each mode is highlighted by cool, different colored LED displays. A laser sight attachment, called the Red Sight, fits on the bottom of the gun and retails separately for \$29.99.

what we thought of it: Seriously, see the well-made Justifier, and some extremely useful enhancements, and you will have the Lunar Gun. It's one of the best guns available. It comes in a "close-to-the-real-thing" gray, as opposed to the popular day-glow colors of many other guns. You can combine the different enhancements to customize your light gun sessions, which makes your game play much easier. Now for the really cool part—The Red Sight attachment is, in a word, awesome. It's the only laser sight available for the PlayStation, and it makes an enormous difference in accuracy. If you pick up this gun and we recommend that you do, then you must get the Red Sight. Just watch where you point it.

rating: OOOOO1/2

TOP HONORS

GUNCON

Namco • suggested retail price: \$39.95 • licensed
release date: October

description: The most accurate light gun ever made. It features a unique plug that goes directly into the video out port on the back of your PlayStation, resulting in "to-the-pixel" accuracy. It's sold exclusively with Namco's new Time Cross game.

what we thought of it: This gun is accurate almost to a fault. It's hard to hit a target because of the lack of play within the optics. With a normal gun, you can get away with aim that's not perfectly accurate, making the game a bit more easy with the GunCon. You have to be perfect. This is not necessarily a bad thing, it just means more of a challenge. It comes in gray and has that big beefy arcade gun feel in your hand. It may be a bit heavy, though. The main drawback is that it's only compatible with Time Cross at this time. If you own other gun games like Die Hard Trilogy or CRYPT KILLER, you will have to look elsewhere for a new gun. Overall, this gun is extremely hot, as well as the game it comes with. Namco has done it again.
rating: 0001/2

VIRTUAL GUN

Namco • suggested retail price: \$34.95 • unlicensed

description: The dual system Virtual Gun is packed with features, including autofire, a manual reload button, the shooting off the screen, motion gun mode (autofire plus auto-rotate), an autofire speed control, and LED lights that add a bit of a light show. A reload pedal is sold separately.

what we thought of it: Without looking at the enhancements, the Virtual Gun is a comfortable, accurate light gun, if a bit average. It's a bit on the heavy side, but not overly so. The gun sight on top is very effective, but the boring lights and large piece of plastic that holds them could have been dropped to decrease the weight. Now, about those enhancements? They truly put this gun above several of the others. The reload button is a brilliant idea, although you have to use a second hand to hit it. Some of the functions are interesting but in the end a little useless—such as speed control for the autofire. Overall, this is a great effort by Namco.
rating: 0001/2

PEACEMAKER

Namco • suggested retail price: \$19.95 • unlicensed

description: Has the look of a real gun except for the day-glow color. It features a reload button on the side with a switch for varying the timing of the reload. A reload pedal is also sold separately.

what we thought of it: First, this one is the closest in shape and look to a real gun of any we have reviewed. The handle is a bit on the thick side, making it more suitable for a larger hand. The reload button is brilliantly placed, requiring just one hand to hit it while continuing to fire. It's lightweight, the sight is effective, and the additional foot pedal is also pretty useful. Despite the lack of an autofire, this gun can lock some butt. For a measly \$20, the Peacemaker makes for a very effective light gun.
rating: 0001/2

VIPER LIGHT GUN

Namco • suggested retail price: \$34.99 • unlicensed

description: The Viper looks like a scaled-down RoboCop gun. It has just the basic buttons, but a high hat serves as a D-pad.

what we thought of it: The barrel on this gun is very large and looks nice. However, its weakness is that the actual barrel with the optics is located in the middle, rather than on the top. This makes it a bit hard to aim, but with a lot of practice, you can overcome. The high-hat is very innovative, although no gun games are configured for it yet. The uses for a D-pad on a gun are potentially limitless, and we are curious to see what game developers do in regard to this particular light gun. The Viper may be one to keep your eyes on, but at this time it is definitely not our first choice.
rating: 001/2

COBBIN GUN

Namco • suggested retail price: \$34.99 • unlicensed

description: This is exactly the same gun as Nuby's Virtual Gun, what we thought of it. Read the Virtual Gun rundown, as the only differences are its different color, and lack of an optional foot pedal.
rating: 0001/2

LIGHTBLASTER

Performance • suggested retail price: \$24.99 • unlicensed
release date: Late third quarter

description: Larger than most other guns, the Lightblaster has all the normal buttons, plus a reload button positioned in front of the trigger. It has an auto-reload switch and an auto-rotate plus autofire setting.

what we thought of it: This has a very arcade-like feel to it. It even has a hole on the back that can be used to tie it down to a machine. The location of the reload button is very inventive and works extremely well. In fact, it's the placement of this button that really sold us on this one—you never have to use a second hand to hit it! The enhancements are useful and actually make your games easier, which is what they are supposed to do. The lights on the top are a little silly. It's also a bit heavy, but it's still fun and effective to use.
rating: 0000

NUBY VIRTUAL GUN

Namco • suggested retail price: \$34.95 • licensed
release date: October

description: We didn't know much about this one at press time, but the gun looks like Nuby's Virtual Gun minus the goofy light and light-sensor color scheme. Apparently, it has all the same features as the Virtual Gun. Learn more about it in the future, will ya?

Memory Cards

Memory cards are the one peripheral that you really can't do without. They let you save the many hours of work you've put into your favorite games, as well as continue from where you left off the last time you played. Your choices for memory cards are plentiful, but buyers beware—a lot of crap is out there. Anybody can make a solid light gun, but you really need to know your stuff when it comes to memory—and Sony is keeping that info close to its chest. Many cards just don't work. Be wary of those made up of multiple pages (those with more than 15 blocks), because developers haven't quite figured out the technology yet. All memory cards, with the Sony card being the exception, are unlicensed—this is an important fact to note. Our advice? Stick with the Sony cards and you won't be heartbroken when you lose the 50-plus hours of gameplay you painstakingly put into Final Fantasy VII.

Other Stuff that Plugs into Your PlayStation

It seems that everyone is jumping on the PlayStation bandwagon, and bringing out all kinds of crazy gadgets, trying to get their share of this very lucrative pie. Here's a sample of other useful and utterly useless things you can use with your PlayStation.

MEMORY DISK DRIVE
Internet • suggested retail price: \$99.99
unlicensed

description: It's a disk drive that saves your games to a 3.5-inch disk.

what we thought of it: We were really excited to see one of these babies, but we were a bit disappointed for a couple of reasons. First, the price is way too high. Sure, you might save some money in the long run because floppies are very cheap, but it's hard to justify the original cost. Secondly, the save and load process is somewhat of a chore. You can't save to a disk twice or you will copy over your last save. That essentially means that you have to have a disk for each game. The time it takes to load and save is also longer than a normal memory card. A better use for it would be for backing up your saves. You can save a full card to a disk and delete the old save off your memory card, freeing it up for more use. Continue to do this each time you fill your card, and you will never have to consider overwriting that precious save again. This is something we recommend to only the most hard-core of gamers who are interested in achieving their gaming history.
rating: 000

Link Cables

Just about the coolest thing you can do with your PlayStation is link up a friend's system and get really crazy with some killer head-to-head action. To make all the fun happen, you need two TVs, two PlayStations, two copies of the same game, and a link cable. The following is a list of what's out there and their suggested retail price.

COMBIO CABLE
Mad Cats • suggested retail price: \$13.99 • **unlicensed**

SONY PLAYSTATION PLAYLINK CABLE
Nyko • suggested retail price: \$7.99 • **unlicensed**

LINK CABLE
Performance • suggested retail price: \$14.99
unlicensed

LINK CABLE
Sony CEA • suggested retail price: \$25.99 • **licensed**



Extension cords

Is your couch just way too far from your TV and PlayStation? Are you always ripping your system off the coffee table? A simple and cheap solution is to pick up a handy controller extension cord. They usually extend your controller cord to seven feet. Here's what's currently available in stores.

EXTENSION CABLE
High Frequency • suggested retail price: \$9.99
unlicensed

EXTENSION CABLE
Interact • suggested retail price: \$9.99
unlicensed

EXTENSION CABLE
Mad Cats • suggested retail price: \$9.99 • **unlicensed**

FSX EXTENDER CABLE
Nyko • suggested retail price: \$6.99 • **unlicensed**

CONTROLLER EXTENSION CORD
Performance • suggested retail price: \$9.99 • **unlicensed**



RGB Cable

RGB cables give you the best possible picture resolution for your PlayStation. We use one at PSM to get those pixel-perfect screen shots. Keep in mind that you need to have a high-end TV with an RGB input to use one of these cords. At this time, Naim makes the only one on the market.

PRO RGB CABLE
Naim • suggested retail price: \$14.99 • **unlicensed**



GAME SHARK
Interact • suggested retail price: \$49.99 • **unlicensed**

description: A totally unique gadget that hooks up to the Parallel I/O on the back of the PlayStation. It gives you access to hidden files within a game that enable all kinds of cheats. Each cheat has its own number code that is entered into the Game Shark, with some games requiring a master code before you can access the main cheats. A crazy punk rocker covered with tattoos of Micronauts (known only as "Code Boy") works at Interact, and his sole purpose is to hack into PlayStation games and find elusive hidden cheats. It's from his efforts that we are able to publish Game Shark codes in the mag each month.

what we thought of it: If you love to cheat, then buy a Game Shark. It can be a bit tricky to get certain codes to work, and it will sometimes freeze your game, but this is a very cool contraption if you are willing to be patient. Many of the cheats accessed by the Game Shark cannot be found by any other means. If you are really stuck in your favorite game, or you are into exploring everything, then it could be a wise purchase. Some rumors are also circulating that the Game Shark, when hooked up to a PC, can become a stronger development tool than the Yaroos. Nothing is confirmed as of yet, however.

rating: 00000



SOUND SERIES
Performance • suggested retail price: \$29.99 • **unlicensed**

description: Those two small stereo speakers hook up to the audio out cords from your PlayStation. They have their own power cord, volume control, and a bass boost button.

what we thought of it: Well, these won't replace your home stereo, but it's a nice touch that your work gear. We recommend you pick up a pair if you either have a mono TV or like to travel with your system. They also work great with a portable CD or cassette player.

rating: 000



SCULPT-VIRTUAL IMMERSION VISOR
Philips Magnavox • suggested retail price: \$299.99
release date: September

description: Basically, this is a visor that you wear on your head to replace the TV. It was designed to immerse the player further into a game than ever before. It's supposed to bring that big-screen feel and look into two small screens (one for each eye), letting you block the rest of the world out for all intents and purposes. It has enhanced resolution, full color, and stereo sound, and you can listen to music other than the game's while playing. You can also hook your TV up to it and watch your favorite program. It sounds ideal, especially if you like to travel with your system, or if you have only one TV in the house that you must share. The questions that remain to be answered are whether the visor will be comfortable, and simply if it's fun to play games with.

We also still have some doubts as to how good the resolution will be, given such small screens. You can expect to see all of these questions answered in upcoming issues of PSM.



GXTV
Screaming • suggested retail price: \$299.99

description: A 13" stereo TV designed for gamers. It has multiple audio/video inputs, a coaxial input, and an audio/video out for recording your exploits on a VCR or hooking it up to a stereo. It has plenty of sound, with surround sound circuitry incorporated into two 175-degree adjustable speaker doors and a rear, top-mounted subwoofer. The set sits on a swivel stand and is fully portable. You can also use it as a 101-channel television. It comes with a back-42 remote.

what we thought of it: A couple of these get a lot of use around the office, and they pack quite a punch for the size. We, of course, prefer a bigger screen, but to remain portable you can't get much larger than a 13-inch screen. The audio presentation is really overall, which is a very good thing that only audiophiles or anyone who cares about sound can appreciate. Even though the screen is small, it is of very high quality. It also has some graphic enhancement circuitry that increases the detail in the light and dark areas of the picture. If you're looking for an extra TV to dedicate to your games, then we can't suggest a better option for the price.

rating: 0000



Mouse • Sony CEA • suggested retail price: \$24.99 • licensed

description: Your basic two-button mouse. It's used mostly with a few of those point-and-click adventures and most light gun games.

what we thought of it: You can't beat it when using a game that is configured for it. It has a smooth-moving track ball and a neat little PlayStation symbol. What else can we say—it's a mouse.

rating: 0000



List of Manufacturers

If you can't find one of the products featured in your area, or you want more information, give the companies a call or check out their web sites

Act Labs
(800) 980-9997
www.actlab.com

Dacs—a division of Arista Interactive
(516) 952-1500
aristagrps@aol.com

Alps Interactive
(800) 825-ALPS
www.interactive.alps.com

ASCII
(415) 780-0166
www.ascient.com

Game Source
(212) 279-6758 ext. 0
Interact Accessories
(410) 238-1426
www.interact.com

Konami
(847) 215-5100
www.konami.com

Mad Catz, High Frequency
(619) 440-1618
www.madcatz.com

Naki
(800) 626-6254
www.nakiusa.com

Namco
(408) 922-0712
www.namco.com
Nuby
(888) NUBY MFG

Nyka
(888) 444-NYKO
www.nyka.com

Performance
(410) 238-1426

SC&T International
(800) 408-4084
www.platinumsound.com

Philips Magnavox
(888) SCUBA FX
www.scubafx.com

Samsung
(800) SO SIMPLE
www.sosimple.com

Sony
(800) 345-SONY
www.sony.com

Z-Products
(317) 577-4880
www.playstick.com

P

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Calendar of Events

NOVEMBER

Live events begin 6:00 PM PST unless otherwise noted. Contests and polls will be posted by 6:00 PM on the designated days.

www.imaginegames.com



Sat Nov 1 Zero Gravity Win Games From Shiny! Take a look at the latest from Shiny, the creators of Earthworm Jim, and enter to win an autographed Wild 9 bike, autographed Wild 9 air, and a copy of Shiny's hot title, AOK! www.wimgames.com

Mon Nov 3 N64.com The State of Gaming Cheats. Cheats are now being built into games on a regular basis, and are a solid part of life. Are gamers spoiled by cheats? Are they a good thing? N64.com reports. www.n64.com

Mon Nov 3 Voodoo Extreme Dig the Limer. For five days straight Voodoo Extreme will give out either a 3Dfx mouse pad, 3Dfx T-shirt or a 3D accelerated game. On the final day of the contest (11/17/97) we will giveaway a Catalyst Power 3D 3Dfx based board — to win one of these spiffy prizes submit a "one-liner" to be used on our site for that day. We'll post the best one-liners each day and a lucky winner will receive one of the prizes mentioned. www.voodoextreme.com

Tues Nov 4 Ultra Game Players Hot! Hot! Hot! 1998 is just around the corner, and with the new year will come a slew of hot games. Which ones will be the biggest? Join UGP Online on The Palace to speak your mind! www.ugponline.com

Tues Nov 4 Third Generation Eagle Max Giveaway Third Generation and ACT Labs have teamed up to giveaway awesome new force feedback steering wheels and T-Shirts. www.thirdgeneration.com

Wed Nov 5 SaturnWorld Japanese for Gamers SaturnWorld continues language lessons in the world of bits and bytes. This month: 40 new terms for RPG'ers. www.saturnworld.com

Wed Nov 5 GameFAQs GameFAQs' Second Birthday Contest And what's a birthday party without presents? Come celebrate with us and take part in our Birthday Contest! www.gamefaqs.com

Thur Nov 6 Next Generation Online Download Demolition The new breed of the hottest new games will be added to Next Generation Online's ever-growing demo collection. www.next-generation.com

Fri Nov 7 PSXPower Update Your Wardrobe PSXPower wants to give away the shirts off our backs! We've got a ton of game-related clothes from T-shirts to hats to jackets. It's the envy of all your friends when you show up at the next shop covered in the latest videogame attire! www.psxpower.com

Mon Nov 10 N64.com Delays, delays, delays Why the hell are games always being delayed? Do game companies simply not know how to produce it, is it really quality over quantity? N64.com takes a look at why delays are driving gamers to buy other consoles. www.n64.com

Mon Nov 10 Zero Gravity The Great Game Idea Contest! Sick of lame game ideas? Think you could come up with a better one in your sleep? Well, prove it. Zero Gravity wants to hear your ideas. The best ones win a cool pack of free games. www.zerograv.com

Tues Nov 11 Ultra Game Players Bloodlines From Castlevania to Symphony of the Night, UGP Online traces the roots of Konami's vampire-infested adventure series. www.ugponline.com

Wed Nov 12 SaturnWorld Burning Rangers Special Get the information you've been searching for with a special SaturnWorld profile of the Sonic Team's latest game! www.saturnworld.com

Thurs Nov 13 Next Generation Online Super Q&A Day Join the editors of Next Generation Online as they shed light on your most pressing videogame questions. More than 20 questions will be answered in this double-sized Q&A. www.next-generation.com

Fri Nov 14 PSXPower History of Namco With Tekno 3 just around the corner, PSXPower takes a look at Namco, from its humble origins to its current status as an industry leader. www.psxpower.com

Mon Nov 17 N64.com Namco and Nintendo's history You asked for it — the history of Namco and Nintendo. We bring you the competition, the power struggles (the legend), and how the two major Japanese game companies are working it out today. www.n64.com

Tues Nov 18 PSXPower Frogger™ Contest Night Frogger is back! Jump over to the PSXPower Palace and join editors as they speak with Hasbro Interactive. Get your most pressing questions answered. An exclusive contest immediately follows, where you can win dozens of Frogger goodies. www.psxpower.com

Tues Nov 18 Ultra Game Players Lara's Back Tomb Raider 2 is on the way. Meet up with UGP Online in The Palace for a first-hand account of what to expect from Core's adventure tour de force. www.ugponline.com



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Castlevania (PSX)
Colony Wars (PSX)
Crash Bandicoot 2 (PSX)

Dem Reign (PC)
Fighting Force (PSX)
Final Fantasy VII (PSX)
Heaven 2 (PC)
Jedi Knight (PC)
Medien 64 (N64)

Marvel Super Heroes (PSX)
Diddy Kong Racing (N64)
Porche Challenge (PSX)
Postal (PC)
Quake 64 (N64)
Quarterback Club 98 (N64)

Resident Evil 2 (PSX/PC)
San Francisco Rush (N64)
Starfleet Academy (PC)
Starship Titanic (PC)
Tomb Raider II (PSX/PC)
Ultima Online (PC)

Wed Nov 19 PC Gamer Online Blade Runner Contest Join PC Gamer Online as The Palace to find out about Windows Studio's first real-time 3D adventure, *Blade Runner*. Stick around for an exclusive IGN/Blade Runner contest immediately following the show. Free Windows posters and giveaways await! www.pcgamer.com

Wed Nov 19 SaturnWorld Croc Strategy Guide A level-by-level, course-by-course, dissection of the phenomenal Fox platformer www.saturnworld.com

Thu Nov 20 PC Gamer Online Southpeak Contest Join PC Gamer Online for an exclusive contest sponsored by Southpeak Interactive. Don't miss your chance to win copies of their hottest Fall title! www.pcgamer.com

Thu Nov 20 Next Generation Online Holiday Title Poll Next Generation Online will poll its readers to find out which of the many holiday titles they are looking forward to the most. www.next-generation.com

Fri Nov 21 PSXPower Poll: Pick a Mascot Crash Bandicoot never really caught on as the mascot for the PlayStation like Sony thought it would! Do you think Crash deserves another chance, or do you have an idea for a new one? www.psxpower.com

Sat Nov 22 Third Generation Game Contest Win the best sports game ever: Nintendo's International Superstar Soccer for the Nintendo 64 will be up for grabs. www.thirdgeneration.com

Monday Nov 24 N64.com Top 10 A special report brought to you by N64 readers. Our readers' top 10 wish list and what games they hope to see coming to N64 in the future. www.n64.com

Tues Nov 25 Ultra Game Players Hex's Who would have thought that Hex's II deathmatch could be so fun? Share your favorite deathmatch strategies with other Hex's II fanatics in UGP Online's Palace room. www.ugponline.com

Wed Nov 26 PSXPower ONE Contest Join the PSXPower editors in The Palace as they talk with ASC Games about their latest PlayStation title ONE. Find out everything you ever wanted to know about the company, then stay around for the exclusive IGN/ONE contest immediately following the chat! www.psxpower.com

Wed Nov 26 SaturnWorld The State of Sega An in-depth analysis of Sega's performance with the Saturn, how it's going to end up, and what Sega should do to succeed with its next platform. www.saturnworld.com

Thu Nov 27 Next Generation Online 30th Game of the Week Wrap-up The Editors will look back to the best of the previous 30th Games of the Week and look forward to upcoming. www.next-generation.com

Thu Nov 27 Third Generation Personality of the Year Who do you think is gaming's next hot spokesperson? Could it be David Perry or Tammy Talarco? How about Victor Ireland? Cast your vote. www.thirdgeneration.com

Fri Nov 28 PSXPower What's Next for Square? Square has a few more games coming down the pipeline, but will any of them be as great as Final Fantasy VII? PSXPower weighs the pros and cons of Parasite Eve, Chocobo's Mystical Dungeon, Saps Frontier, and more! www.psxpower.com

Friday Nov 28 PlayStation Nation Holiday Wish List Join PlayStation Nation as we talk about the most wanted games for the holidays. Send in suggestions, stories and your wish list! www.playstation.com

Sunday Nov 30 Zero Gravity Tomb Raider 2 Give Away Can't get enough of the Luscious Lara? Well, we've got her, and it's up to you to find her! If you can follow the clues to locate the lonely Lara, Craft (to be hidden all week long on ZG), then you will be entered in a drawing for a free copy of her latest adventure from Eidos! www.zengra.com



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You should note that some parts and weapons are hidden in the game, and others are awarded for successfully completing certain levels.



**don't overload
your mech!**

PM 1997

producer's design #1: mantis

Item	EP	WP	Cost
Head: HD-ONE	304	161	\$68,100
Cone: XCL-01	1,380	885	\$88,000
Arms: AIA-XC5500	547	1,688	\$83,800
Legs: LPH-XSX	584	2,880	\$82,000
Generator: GGG-XR	0	452	\$56,000
FCS: CX-9009	55	24	\$96,000
Boosters: B-VR-33	25	255	\$48,500
Back Weapon: WCGIN230	8	1,230	\$75,200

Totals
AP: 7,383 Weight: 7,575 Cost: \$867,000
Grade: Above Average

GARAGE

Mantis	
OFFENSIVE POINT	493
DEFENSIVE POINT	229
STABILITY	2918
MOBILITY	7430
TURNING SPEED	4430
TURNING S/CED	1010
ROCK MOBILITY	2000
SUP-17 SYSTEM	2030
ARMED RANGE	730
FCS PERFORMANCE	1230
OVERALL	19675
SPACE	NAIVE NAIVE



"This AC is the ultimate in rowing death. The laser cannons for arms deliver a tremendous well-up, as well as exceptional distance. The 'four-legs' type of legs gives it really fast ground speeds, allowing me to keep moving while firing the Grenade Launcher. With this sucker, I just keep moving and blowing the crap out of my opponent."

—Seth Luis
Armored Core Producer

producer's design #2: stinger

Item	EP	WP	Cost
Head: HD-ONE	304	161	\$68,100
Cone: XCL-01	1,380	885	\$88,000
Arms: AN-25	682	853	\$28,400
Legs: LHD-8000R	2,350	2,426	\$49,000
Generator: GGG-XR	0	452	\$56,000
FCS: CX-9009	55	24	\$96,000
Boosters: B-VR-33	5	255	\$48,500
Back Weapon: WM-MUG802	220	718	\$44,000
Arm Weapon: LS-39-MOONLIGHT	93	336	\$54,000
Arm Weapon: WG-4-KARASAWA	422	1,000	\$75,000

Totals
AP: 8,538 Weight: 7,110 Cost: \$676,000
Grade: Above Average

"I use this AC when mobility is the key. This AC is not only fast on the ground, but she can also really move through the air. It is perfect for the satellite level. The Plasma Rifle is a hidden weapon that I believe to be the best hand-held weapon in the game. Your shots are limited, but man, does this thing do a lot of damage. I also like these missiles for their quick lock-on and powerful warheads."

—Seth Luis

GARAGE

Stinger	
OFFENSIVE POINT	501
DEFENSIVE POINT	307
STABILITY	2030
MOBILITY	3010
TURNING SPEED	2900
TURNING S/CED	1130
ROCK MOBILITY	3000
SUP-17 SYSTEM	2030
ARMED RANGE	730
FCS PERFORMANCE	1230
OVERALL	19675
SPACE	NAIVE NAIVE



producer's design #3: longshot

Item	EP	WP	Cost
Head: HD-ONE	304	161	\$68,100
Cone: XCL-01	1,380	885	\$88,000
Arms: AIA-XC65	625	1,905	\$98,500
Legs: LCMOS4545	2909	3,610	\$59,000
Generator: GGG-XR	0	452	\$56,000
FCS: CX-9009	55	24	\$96,000
Back Weapon: XCS-9900	310	1,480	\$94,500

Totals
AP: 7,962 Weight: 8,517 Cost: \$629,700
Grade: Above Average

GARAGE

Longshot	
OFFENSIVE POINT	538
DEFENSIVE POINT	326
STABILITY	3730
MOBILITY	4230
TURNING SPEED	2130
TURNING S/CED	1130
ROCK MOBILITY	3000
SUP-17 SYSTEM	2030
ARMED RANGE	730
FCS PERFORMANCE	1230
OVERALL	19675
SPACE	NAIVE NAIVE



"This AC was sort of an experiment to see what would be the most powerful AC I could create. It is slow, but it really packs a punch. The Plasma Cannons are the most powerful arm weapons you can get, and the Multi-Missiles for two missiles that split into multiple missiles in the air to cover your opponent. Those things are really hard to avoid."

—Seth Luis

PSM special #1: the jack rabbit

Item	EP	WP	Cost
Head: HD-ONE	304	161	\$68,100
Cone: XCL-01	1,380	885	\$88,000
Arms: AIA-MG26/2	78	1,193	\$54,500
Legs: LBS-2845A	1,703	2,490	\$27,000
Generator: GGG-XR	0	452	\$56,000
FCS: CX-9009	55	24	\$96,000
Boosters: B-VR-33	35	255	\$48,500
Back Weapon: WM-X201	250	720	\$82,250
Back Weapon: WR-550	8	218	\$15,900

Totals
AP: 7,723 Weight: 8,368 Cost: \$789,800
Grade: Above Average

We were looking to create a mech that was fast yet versatile, and we wound up with this PSM "Jack Rabbit." The quick firing arms are ideal for missions with multiple targets that swarm you. We also wanted a variety of weapons to choose from, so when one weapon runs out of ammo we can switch to another. This is easily one of the fastest mechs in terms of outlasting baddies.

GARAGE

PSM #1	
OFFENSIVE POINT	644
DEFENSIVE POINT	244
STABILITY	3630
MOBILITY	3330
TURNING SPEED	2130
TURNING S/CED	1130
ROCK MOBILITY	2030
SUP-17 SYSTEM	2030
ARMED RANGE	730
FCS PERFORMANCE	1230
OVERALL	19675
SPACE	NAIVE NAIVE



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Grand Tour Racing

the extra multiplayer link tracks

We here at PSM are always doing our best to bring you the best secrets first. As evidence of this, we have uncovered three extra tracks in *Grand Tour Racing*.

These aren't exactly the most attractive tracks in the game considering the high walls, but they're still fun—especially if you and three of your friends are fighting for glory. We've managed to get the exclusive track diagrams, so you can get familiar with each one's layout and memorize the turns. To access them, you must link first and then play in the multiplayer mode. At least three controllers must be inserted into the two PlayStations (with a maximum of four controllers at once) to see the new tracks. Each track has two versions, A and B. The difference between the two is the weather and the cars you drive, plus a few other variables. You can also race in two modes: Normal and Head-to-Head (suicide mode).

U.S.A.

The surface is fairly bumpy with a few small jumps. It's composed of dirt, which tends to make you slide around a bit (but not as much as you will on the other tracks). The main obstacle that will screw you up is the dark tunnel. Its support beams litter the road and are hard to see. The best way to deal with this hazard is to stick to the left or right side of the tunnel and avoid the supports in the middle. Also, be aware that entering and exiting the tunnel takes precision driving, as three supports are in your way.

Version A

You race counterclockwise around the track at sunset, using your buggy.

Version B

You race the Dakar clockwise on a sunny day.

Japan

The lack of traction, the narrow road, and the tight turns make this the toughest of the three extra tracks. The best advice here is to take it easy on the gas, especially on the turns, and let it all hang out only on the short straightaways. Use the shoulder buttons when you take



turns—they won't slow you down that much, and they'll make some of the turns easier to handle at higher speeds.

Version A

You race the Indy car counterclockwise on a sunny day. Even though it's a sunny day, six inches of water still seems to be standing on the entire track, making it super slippery! Worse still, the Indy is the trickiest car you can drive! When all added up, this track is either challenging or frustrating—it just depends on how you look at it.

Version B

Here you drive the sports car clockwise around the track during a storm. The sports car has a bit more traction, and for some reason, the stormy conditions aren't as slippery as version A (huh?). Again, slow and careful acceleration is essential for navigating the tight turns.

Sweden

This track is easily the most fun. The snow makes it slippery, but it also enables easy and satisfying power-slides around the corners. The turns are a bit wider and less numerous than in the Japan track, which makes for more of an actual race than a running-into-walls marathon. The one area you need to be careful through is where the road narrows and goes down in elevation a little, as only two cars can drive through together. If a pile-up is going to happen, it's going to happen here.

Version A

You race Rally Cars clockwise in the snow at sunset.

Version B

Once again, you'll be racing your Rally car in the snow at sunset—only in this version you will be going counterclockwise.

P



final fantasy VII



psm strategy guide [the extras]



SPOILER ALERT!

This guide contains information about the various secrets and extras in *Final Fantasy VII*. You should only consult it when absolutely necessary.



corrections!!

On page 86 of the October *Final Fantasy VII* guide, the "Optional Town Events" section has an error: PSM mistakenly said the town is North Corel, when it is actually the town of Midgar! Also, the names Nibelheim (Nicol Aneal) and North Corel on the world map should be reversed. We apologize for our mistakes.



What's that you say? You've finished *Final Fantasy VII*, and you think you've seen everything the game has to offer? Well, you might want to think again. *FFVII* is one of the hugest games ever created, and it features a tremendous assortment of secrets and optional events. So many, in fact, it could keep even the most hard-core gamer busy for several months! To help you out, PSM has compiled a guide to some of the coolest hidden stuff we have come across. So without further delay, welcome to the third and final part of our immense *FFVII* strategy guide!

Turtle's Paradise Publicity Flyers

In the southwestern corner of Utoia, Yuffie's hometown, you'll find a restaurant by the name of Turtle's Paradise. To spread word about the restaurant, the owner has decided to do a special promotion. Scattered around the world of *Final Fantasy VII* are six different publicity flyers and newsletters advertising different aspects of Turtle's Paradise. If you can find all of them, read them, and then return to the restaurant, you will be awarded with several useful items and elixirs. Here are the locations of the six flyers (you don't have to find them in order!)



Flyer #1—Area 5, Midgar: Go to the town adjacent to Aps's house. A building is located in the far southeast corner. Climb the stairs to the second floor and you will see a collection of papers hanging on the wall—a flyer is among them. Don't worry if you didn't read this flyer the first time you were in Midgar. Simply follow the directions in our "Midgar City Key" section to enter to the city again.



Flyer #5—Cosmo Canyon, Hotel: Near the back of the town is a hotel. Go inside and go up to the second floor. In between the door and the reception desk is a flyer.



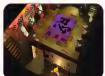
Flyer #2—Shinra Building: On the first floor of the building, a bulletin board is located near the elevators. A flyer is posted on that board. Note: The best time to read this flyer is during the first disc, but you will also get another chance when you revisit the building at the end of the second disc.



Flyer #3—Gold Saucer: Head to the Ghost Square and climb up the stairs to the Ghost Hotel. Head inside and look for a sign that says "SHOP." It is to the left of the main hotel entrance. The flyer is near the sign.



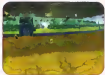
Flyer #4—Cosmo Canyon: Climb the stairs located near the entrance to the town and find the Tiger Lily Arms Shop. Hanging next to the stand is a flyer.



Flyer #6—Utsa, Yuffie's House: When you first enter Utsa, you will see a flight of stairs to the right. Climb them and you will see Yuffie's house. Head inside and go to the bottom floor. The final flyer is located to the right of the doorway.

Midgar City Key

Once you leave Midgar City during the first disc, there is only one way to reenter it—you will have to get the key to the city. The only prerequisites are that you have to have the Highwind aircraft and Cloud must be in your party (you will have to get him from Mideel Village, if you haven't already). Fly to Midgar and enter the town. An old man will be standing by the door. Talk with him and you will discover that he has dropped the key in the excavation area on the far northern



• The old man by the gate will tell you that he lost his key on the northern coastline.



• Dig in this area and you will come across the lost key.

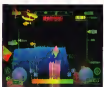
comment. Get back on the Highwind and fly to Bone Village.

Talk to the excavation captain sitting by the door and he will offer to assist you. Follow the same procedure as you did when you were excavating the Luna Harp. See the man digging by the plane, at the bottom part of the screen? The key is located just a little to the northeast of him. Position the digging men around that area and you should have little problem finding it. After you sleep, check the yellow item box to see if you got the key. If you don't, spread the diggers out a little bit more and try again. After you get the key, head back to Midgar and you will be able to open the door to the city.

Why would you want to enter the city again? Well, you can find a publicity flyer here, as well as Tifa's Final Weapon. You also might want to explore all the various stores and shops again, as some of them have changed a little. You can now buy some things you couldn't earlier.

The Red Submarine

Remember basking for your life inside the grey submarine, near the end of disc two? Well, an optional event actually occurs if you manage to lose the battle. You can fail the mission in two ways: either the 10-minute time limit you have expires, or the submarine takes so much damage that you are forced to escape from it. A meter at the bottom of the screen tells you how much damage your sub has sustained.



• If you fail the sub mission, a few different optional events will take place.

After you fail the mission, you will end up back on the boat to Cannon Town. Head back to the town and ride the elevator back inside the main complex. Make a sharp left and go back to the submarine docking area where you were earlier. Two guards and the dog are blocking the other hallway. Fight the guards, then talk to the dog. Follow it and you will find the red submarine. Enter the submarine and you will see two more guards. You can either fight them or take them as prisoners (it doesn't really matter which option you choose

You can now take control of the sub. Jump into the pilot's seat to start driving. Pretty cool, huh?



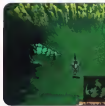
• The dog that was blocking your way earlier will now let you pass. Simply follow him to the red sub.



• Follow our guide and you will get to pilot the red Shinra sub as well as the grey one.

A Strange Cave Man

Here is a little thing that gamers may miss if they don't take time to explore everywhere. Pilot the Highwind to Midgar City. Now look in the area to the southeast of the city. You should see a cave surrounded by mountains on one side and a river on the other. Go inside and you will find a man sleeping on a cot. If you talk to him, he will tell you one of three things:



• This cave is located in the southeast of Midgar City.



• Win the correct number of battles, and this old man will give you a Hybrid orb.

- How many battles you have won
- How many times you have run away from a battle
- Some useful but general tips

Keep talking to him until you find out how many battles you have won. (You may have to leave and re-enter the cave a couple of times.) Pay special attention to the last two digits of the number. What you must do is make the last two digits the same. For example, 177 or 240. If you need to, go outside and get into some more battles. Once the last two digits are the same, talk to the guy and he will give you a Mythril orb. Now that you have this orb, you can get Aeris' Level Four Limit Break manual. Read the next section to learn how to do this.



▲ To determine whether you have a final weapon, see if it has four connected orb holders.

Understanding Limit Breaks

Limit Breaks are often taken for granted, but if used carefully they can dramatically increase the strength of your party. As with any other spell or special attack, Limit Breaks improve with experience. Unfortunately, it is more difficult to gain experience for Limit Breaks than it is for typical spells; you have to follow certain guidelines. To begin with, here are some general facts you should know.

Each character normally has seven different Limit Breaks of varying power levels. There are four power levels in all—two Limit Breaks for each level, except for level four. To gain another Break, you have to use the highest one you have a certain number of times. Here is the breakdown:

Power Level	Break Number	Times Used To Gain Break
1	1	10
2	2	8
3	3	6

For your Limit Break attack to count, you must defeat your opponent with

the attack. You also have to win the battle. If you have a non-offensive Limit Break, then all you have to do is use it the required number of times. Remember that Breaks are dependent on power levels. The above chart works if you are going from the first Limit Break on a particular level to the second on that same level. If you want to gain a Break from another level, there is another condition to meet: you must win forty battles with one character to advance to the next power level. This means your character must have the final winning attack for forty different battles. Don't worry—this is easier than it sounds. Just be sure to save your more powerful attacks until near the end of the each battle.

Be sure to keep checking the Limit menu in your potion screen to see how many Limit Breaks you have earned. You manually have to set which Limit Break level you want to use.

Level Four Limit Break Manuals

Typically, each character has a total of six regular

Limit Breaks, and a seventh one that must be learned by reading a manual. The only real exceptions are Cait Sith and Vincent—they have less Breaks than the normal characters. Scattered around the world of FFVII are nine manuals for each of the characters that you can have in your party. You have to find them and then use them on the appropriate character to gain that final and extremely powerful Limit Break. Here are some of the manuals' locations and the characters you should use them with:

Cloud Strike

Location: Gold Saucer
Head to the battle area of the Gold Saucer and earn at least 32,000 points. You can trade all these points in for Cloud's manual.

Tifa Rockheart

Location: Nibel Area (Tifa's House)
Go to Nibel Area, Sephiroth's home town. You may remember it from one of Cloud's flashbacks. Head to Tifa's house (the second building on the right). Proceed upstairs to the piano and press the following D-pad buttons:

X, □, △, L1 + △, L1 + □, X, □, △, L1 + X, □, X, X

Exit the piano sequence, then re-enter it. Type in the above commands again, and then leave the piano sequence a second time. Enter the sequence once again, but this time press L1 + □ on your controller's D-pad. This will give you Tifa's Limit Four manual.

Barret Wallace

Location: North Corel
You can get Barret's manual anytime after the North Corel train sequence. Simply climb up the ladder and enter the tent on the left side of the screen. Talk to the girl with the hat and she will give you the manual. Pretty simple.

Name: Aeris Gainsborough

Location: House near Gold Saucer
To start with, follow the instructions in the Strange Cave Man section. When you get the orb, head to the Gold Saucer. Directly to the south is a peninsula with a house on it. The house belongs to a local Blacksmith. Go inside and give him the Mythril you got from the cave man. You can now choose to open the big

wooden chest or the small metal case located on the second floor. The wooden chest houses only a gold bracelet, but the metal case contains the manual for Aeris' final Limit Break.

Red VII

Location: Nibel Area
You can kill two birds with one stone if you get this manual at the same time you get Tifa's. In fact, you might have already done this if you followed our earlier walkthrough. For those who didn't, here is a refresher: Go to Sephiroth's castle and head upstairs. A safe is located in the western-most room. Here is the combination:

Right 36, Left 10, Right 59, Right 97

The safe will open and reveal a miniboss. Beat him and you will get Red's manual.

Yuffie Kisaragi

Location: Utsa
This is another event you may have accomplished if you used our guide.

Yuffie, of course, will have to be in your party to get her manual. Fly to Utsa and enter the multifloored temple in the distance. After you beat all five bosses inside, you will receive the manual. This is pretty easy if Yuffie is at a decently high level.

Old Highwind

Location: Underwater
After you get the submarine, go underwater and find the crashed plane. It might be hard to see because only the tail end is visible. Touch the plane with your submarine and you will enter it. Old's manual is located inside a treasure chest in the plane.

Final Weapons

Each character in your party can find a final weapon that is more powerful than any standard weapon you can purchase. You can check a few things to see if the weapon you have is actually a final weapon:

- the weapon will have four dual Materia orb holders
- Materia orbs will not gain levels when attached to a final weapon

The above rules have one exception, however: Aeris' final weapon only has spaces for seven Materia orbs. Orbs



▲ Once you get the Mythril orb, head to the Blacksmith's house near the peninsula.

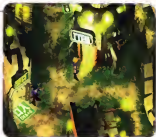


▲ Give the Mythril orb to the Blacksmith and you can get Tifa's Limit Break manual.





▲ You will find Barret's Limit Manual in this tent in North Corral.



▲ After you make your way back into Midegar City, head to the town near Aeris' house. You can get her Final Weapon there.

will also gain levels if they are attached to her final weapon

Check out the enclosed map to find out where each character's final weapon is located. Cloud is the only character who doesn't have a set location for his final weapon. To get his Ultima Weapon, you will have to kill the dragon that flies around in discs two and three. The dragon will escape often, so be sure to keep following it. You will probably have to fight it three to four times before you will be able to defeat it. Once you do, Cloud's final weapon is yours.



extras in the world of final fantasy vii



FINAL WEAPON LOCATIONS

- Tifa Lockheart
- ✕ Yuffie Kisaragi
- ▲ Aeris Gainsborough
- Vincent Valentine
- ★ Red XIII
- Cid Highwind
- Barret Wallace

LIMIT BREAK MANUAL LOCATIONS

- ✱ Cloud Strife
- Tifa Lockheart
- Yuffie Kisaragi
- ▲ Aeris Gainsborough
- Vincent Valentine
- Red XIII
- ✕ Cid Highwind
- Barret Wallace

PUBLICITY FLYER LOCATIONS

- Flyer #1
- Flyer #2
- ✱ Flyer #3
- ★ Flyer #4
- ★ Flyer #5
- Flyer #6

Colony Wars

the most in-depth resource guide in the known universe

Easily the most incredible and playable space combat game ever, *Colony Wars* must be added to your PlayStation library. Here you will find the complete guide to the massive *Colony Wars* universe. Most of the space craft specs are listed, and you can find all the fighter crafts info in this issue's *Colony Wars* tip sleeve. We have also described each solar system in detail. Use the mission tree to figure out where you're going and what you're missing. Finally, the general strategies will help you become a master pilot. **P** You can be sure that there is even more to be said about this hot game in future issues of PSM!

key elements

The Hull: The hull is the most important part of any craft. Once it's destroyed, so is the entire ship.

Shields: Impact shields surround all craft and shield them from weapons fire. Shields absorb, then dispense, the force of the blast, saving the hull from devastating breaches. The shields are drained as they are impacted. Once a shield is destroyed, it is never renewed.

Shield Generators: Found on fleet craft, shield generators regenerate shields once they are destroyed. While the process of regeneration is taking place, the craft is vulnerable to attack. Attack the node-like shield generators and the craft will no longer be able to regenerate its shields.

Sensors: All craft are equipped with sensors of one kind or another. Sensors gather data on the craft and its surrounding area, including the craft's status, its weapons information, and radar displays. They also provide targeting information for missile locks and the automatic weapons systems of some large fleet craft. When the sensors are damaged, radar displays will cease to function and targeting information for missile locks and other weapons will be denied. If damaged, the automatic weapons systems on large fleet craft will fire sporadically, if at all.

Weapons grids: The primary defense for all battleships is the weapons grid, which fires their heavy lasers. Each weapons grid is a sophisticated mesh of sensors linked to a battle computer. As targets are sighted, the battle computer passes on the targeting information to the heavy laser. The bolt laser is then sent along the grid attached to the battleship's hull, which deflects it to the target coordinates. Each grid is able to fire independently of the others.

categories

Class: The class status is the craft's role and to what side it is aligned.

Speed: The speed is measured in sub-light units (SLU), where 1000 SLU equals light speed. The SLU for each craft is its top speed.

Shields: This represents a craft's maximum shield resistance, and is measured in shield units (SU).

Hull: This represents a craft's hull integrity and is measured in hull units (HU).

Sensors: Measured in residence units (RU), this category represents the resistance of the craft's sensors and electrical systems to damage.

Grids: Number of weapon grids on a fleet craft. Each deploys heavy tactical arms.

Bays: The number of landing bays for the storage and deployment of fighter craft.

fleet craft database

Fleet craft are controlled by the computer and are much larger than the player-controlled fighters, which makes them less maneuverable but much more powerful. The fleet craft can be broken down into several crucial components, each serving a different function. You can treat these components separately, since each of them can receive damage. Destroying some components will impair a ship's capabilities, while destroying others will completely disable it.

colonial navy fleet craft

Colonial Navy Frigate

Length: 555.23 Meters
Shields: 600 SU
Hull: 600 HU
Sensor: 400 RU
Speed: 125 SLU
Grids: 2
Bays: 1

This is the smallest class of battleship, making it really speedy. However, it is seriously lacking in firepower. It serves mainly as a fast attack and light support craft in surprise attacks and covert operations.



Colonial Navy Cruiser

Length: 1,242.87 Meters
Shields: 700 SU
Hull: 700 HU
Sensor: 600 RU
Speed: 125 SLU
Grids: 3
Bays: 1

The big brother of the frigate, the Navy cruiser has many weapon upgrades, a thicker hull, and more absorbent shields. It is mainly the standard light battleship for use in skirmish battles and quick response situations.



Colonial Navy Destroyer

Length: 1,440.56 Meters
Shields: 800 SU
Hull: 800 HU
Sensor: 600 RU
Speed: 100 SLU
Grids: 4
Bays: 2

The Navy fleet has more destroyers than any other ship. It is a highly lethal and very capable craft.



Colonial Navy Dreadnought

Length: 1,989.17 Meters
Shields: 900 SU
Hull: 900 HU
Sensor: 700 RU
Speed: 100 SLU
Grids: 5
Bays: 3

The Navy Dreadnought is an extremely durable craft with a high shield and hull rating. Its main offensive role is attacking multiple battleships in large-scale battle scenarios. It is one of the most powerful weapons in space warfare.

**Colonial Navy Titan**

Length: 1,972.61 Meters
Shields: 1,000 SU
Hull: 1,000 HU
Sensor: 800 RU
Speed: 100 SLU
Grids: 6
Bays: 3

The Navy believes that this class of craft will eventually crush the League of Free Worlds uprising. Rumors say they have the ability to destroy whole worlds, though this has not been confirmed.

**Colonial Navy Command Craft**

Length: 1,133.15 Meters
Shields: 600 SU
Hull: 600 HU
Sensor: 500 RU
Speed: 150 SLU
Grids: 2
Bays: 0

This craft governs and oversees the movement of fleet sections. They are involved in the high-level tactical planning and strategic analysis of operations. Consequently, they are equipped with high-tech intelligence-gathering and communication equipment. They are populated with high-ranking Navy commanders and officers.

**Colonial Navy Strike Cannon**

Length: 343.29 Meters
Shields: 100 SU
Hull: 100 HU
Sensor: 50 RU
Speed: 100 SLU
Grids: 2
Bays: 0

The Strike Cannon can cloak itself and move around freely without being detected. No other information is available.

**Colonial Navy Super Titan**

Length: 4,376.55 Meters
Shields: 1,000 SU
Hull: 1,000 HU
Sensor: 700 RU
Speed: 1,000 SLU
Grids: 10
Bays: 5
 No information is available.

**Colonial Navy Civilian Transporter**

Length: 245.22 Meters
Shields: 200 SU
Hull: 200 HU
Sensor: 100 RU
Speed: 100 SLU
Grids: 1
Bays: 0

This mundane ship carries civilians to and from planets and industrial installations.

**Colonial Navy Tanker**

Length: 121.07 Meters
Shields: 200 SU
Hull: 100 HU
Sensor: 100 RU
Speed: 100 SLU
Grids: 1
Bays: 0

To the Colonies, the Navy tanker represents their oppression at the hands of Earth, as it was the Navy's choice for robbing the colony worlds of their vital resources.

**Colonial Navy Carrier**

Length: 2,810.18 Meters
Shields: 700 SU
Hull: 700 HU
Sensor: 500 RU
Speed: 100 SLU
Grids: 2
Bays: 1

Carriers are used to support Navy battleships, which have limited capacities for fighter craft and are not well defended. They do not hold up well when alone and faced with League squadrons.

**league of free worlds fleet craft****League Frigate**

Length: 555.23 Meters
Shields: 300 SU
Hull: 300 HU
Sensor: 100 RU
Speed: 125 SLU
Grids: 2
Bays: 1

The smallest class of battleship, it is the League's version of the Navy frigate—offering speed over firepower. It is widely used by the League and is suited for fast attacks and light support.

**League Cruiser**

Length: 1,242.87 Meters
Shields: 350 SU
Hull: 350 HU
Sensor: 150 RU
Speed: 125 SLU
Grids: 3
Bays: 1

The League cruiser has many weapon upgrades, a thicker hull and more absorbent shields. It is the standard light battleship for use in skirmish battles and quick response situations.

**League Destroyer**

Length: 1,440.56 Meters
Shields: 400 SU
Hull: 400 HU
Sensor: 200 RU
Speed: 100 SLU
Grids: 4
Bays: 2

The number of destroyers in the League fleet is classified, but they outnumber the rest of the fleet craft. They are formidable adversaries and do well against Colonial Navy battleships.

**League Dreadnought**

Length: 1,989.17 Meters
Shields: 500 SU
Hull: 500 HU
Sensor: 250 RU
Speed: 100 SLU
Grids: 5
Bays: 2

The Dreadnought is one of the League's most durable craft. Their number in the League fleet is minimal. The League is currently looking for resources to produce more of these extremely potent offensive craft, but resources are slim due to the war.

**League Strike Cannon**

Length: 343.29 Meters
Shields: 100 SU
Hull: 100 HU
Sensor: 50 RU
Speed: 125 SLU
Grids: 2
Bays: 0

The Strike Cannon's cloaking capability lets it move around space without being detected. This ship is a classified project, so no other information is available.

**League Command Craft**

Length: 141.64 Meters
Shields: 400 SU
Hull: 400 HU
Sensor: 200 RU
Speed: 100 SLU
Grids: 2
Bays: 0

Used as a central command center for League fleet movements and assaults, the League Command craft are equipped with the latest communications and intelligence-gathering technologies.





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Our editors choose their
all-time favorite games to provide
tricks, cheats and codes

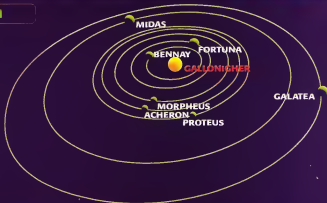
Calls average 3 minutes in length. If you're under 18 years of age, please get your parents' permission to call. Brought to you by ULTRA GamePlayers Magazine in beautiful Bristow, CA.

ULTRA
gameplayers

universe data

GALLONGHER SYSTEM—LEAGUE HOME SYSTEM

Gallongher is the core of the colonist revolt, and is the jewel in the crown of the League of Free Worlds. The Father is rumored to be hiding somewhere in this system, and Imperial assassins seek to end the rebellion by finding and killing him.

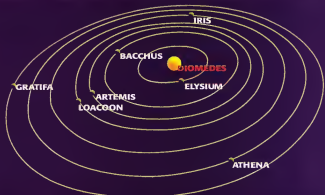


Planetary Data

Name	F-Type	Colonization Date	Primary Structures	Primary Export/Resource	Background Info
Bennay	Rock	4405 AD	Bio-Farms	Foodstuffs	Pioneers of the artificial weather system
Fortuna	Mainly Gas	4445 AD	Chem. Plants	Processed Chemicals	Chemicals used to fuel League craft
Morpheus	Rock	4482 AD	Mineral Mines	Minerals	Underground bunkers hide the League HQ
Acheron	Organic	4472 AD	Bio-Farms	Foodstuffs	This year's harvest destroyed by Colonial Navy
Proteus	Rock	4491 AD	Ore Mines	Ore	Produces ore used to build League craft
Midas	Mainly Gas	4504 AD	Chem. Plants	Processed Chemicals	Left crippled by Colonial Navy after fighting
Galatee	Mainly Gas	4517 AD	Military Installations	N/A	Ex-Colonial Navy early warning outpost

DIOMEDES SYSTEM—LEAGUE OF FREE WORLDS

Some of the most fertile and beautiful worlds known to man exist in the Diomedes System. The farm worlds of Artemis and Bacchus provide unique fruits and vegetation, matched nowhere in the entire universe. The rainbow-colored rings of Iris are one of the most breathtaking natural phenomena the human eye has ever seen.



Planetary Data

Name	F-Type	Colonization Date	Primary Structures	Primary Export/Resource	Background Info
Iyikuh	Mainly Gas	4341 AD	Orbital Power Plants	Heat and Light (from Sun)	Resources are turned into power
Bacchus	Rock	4349 AD	Bio-Farms	Foodstuffs	Strange mutant gene currently poisons food
Artemis	Mainly Gas	4362 AD	Bio-Farms	Foodstuffs	Specializing in vegetable produce
Loacon	Rock	4367 AD	Manufacturing Plants	Fabrics	Designers of the new bio-fabrics
Iris	Mainly Gas	4378 AD	Manufacturing Plants	Plastics	Full use in heavy industry and space craft
Athena	Mainly Gas	4389 AD	Zero-G Research Labs	N/A	Testing the effects of zero-gravity on organisms
Gratifa	Rock	4394 AD	Manufacturing Plants	Sun-Orbital Vehicles	Producers of civilian hover vehicles

ALPHA-CENTAURI SYSTEM—CIVIL WAR

Alliance in the Alpha-Centauri system is split. The planets Erato, Ballistus, and Calliope support the colonist uprising, while Deucalion, Hesta, and Virga remain loyal to the empire. Because of this, civil war has sprung up in the system. The Colonial loyalists are expected to win, as the Colonial Navy has reinforcements on the way.



Planetary Data

Name	F-Type	Colonization Date	Primary Structures	Primary Export/Resource	Background Info
Erato	Rock	4175 AD	Mineral Mines	Minerals	First planet colonized outside of the Sol system. Inhabitants tend livestock.
Deucalion	Rock	4186 AD	Bi-Farms	Foodstuffs	Manufacturers of civilian computer products.
Hesta	Rock	4203 AD	Manufacturing Plants	Personal Computers	Resources turned into power.
Ballistus	Merely Gas	4214 AD	Power Plants	NA	Researching electro-plasma technologies.
Calliope	Rock	4219 AD	Research Labs	NP	Produce used in heavy industry.
Virga	Rock	4234 AD	Gas Mines	Gas	

DRACO SYSTEM—EMPIRE

The unusual Draco system has two suns. Helios, the bright sun, is associated with warmth, growth, and positive emotions. Hecate, on the other hand, emanates a deep, eerie, purple light that is rumored to cause envy, jealousy, and other negative feelings. The planets Eurydice and Selene contain some of the rarest and most valuable commodities in the known universe. This keeps the planets populated, despite the constant civil unrest and turmoil influenced by the nearby sun.



Planetary Data

Name	F-Type	Colonization Date	Primary Structures	Primary Export/Resource	Background Info
Hermes	Rock	4263 AD	Manufacturing Plants	Cybernetics	Manufactures reflex enhancers for pilots.
Shalina	Rock	4276 AD	Research Labs	Robotics	Conducts research for the ultimate non-human soldier.
Selene	Rock	4284 AD	Weapons Factories	Fighters	Producers of the TS Avalonche strike craft.
Eos	Rock	4298 AD	Weapons Factories	Sub-Orbital Weapons	Arms producers for the Colonial Army.
Selene	Merely Gas	4309 AD	Research Labs	Defense Systems	Researching automated orbital defense grids.
Eurydice	Rock	4321 AD	Gas Mines	Gas	Produce gas for the system's other planets.



MEET NAMIRA.
SHE'LL BREAK
YOUR HEART.
CRUSH YOUR BONES.
KICK YOU INTO
A LAVA PIT.
THEN SHE'LL SNEER
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace: The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, "Mace is well on its way to being the best 3-D fighting game for Nintendo 64." There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face locked in, we suggest you hit the 3-D Dodge Button—it might just save your butt. Not to mention your life.

MACE
The Dark Age

EVERYTHING'S A WEAPON.

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SOL SYSTEM— EMPIRE HOME SYSTEM

The Sol system is the home of Earth and man, the heart of the massive Empire. Many of the surrounding planets were the sites of the first colonies. The planets in the Sol system are drained of resources and depend on external aid to survive.



Planetary Data Name	P-Type	Colonization Date	Primary Structures	Primary Export/Resource	Background Info
Mercury	Rock	N/A	Orbital Power Plants	Heat and Light from Sun	Resources are turned into power
Venus	Rock	4024 AD	Bo-Spheres, Minis	Exhausted	Minis have died, population decreasing
Earth	Rock	1777	Mega Cities	Exhausted	Earth is the heart of the Empire
Mars	Rock	3095 AD	Pyramids	Exhausted	First colonized, most loyal of all colony worlds
Jupiter	Mainly Gas	3062 AD	Sky Cities	Processed Gases	Half the population died when a sky city fell
Saturn	Mainly Gas	4076 AD	Sky Cities	Processed Chemicals	Planet suffers from constant terrorist attacks
Uranus	Mainly Gas	4091 AD	Sky Cities	Exhausted	Site of the Colonial Navy's academy
Neptune	Mainly Gas	4116 AD	Military Installations	N/A	Colonial Navy's early warning outpost
Pluto	Rock	4134 AD	Bo-Spheres	Exhausted	Minis are on the point of collapse

skill levels of colonial navy pilots

A Colonial Navy pilots are divided into three skill levels: Grunts, Veterans, and Raiders. Grunts are the least experienced, Veterans are the most experienced, and Raiders are the most experienced. The following table lists the skills and abilities of each skill level.

Grunts

Grunts are the least experienced pilots. They are the first to pass through the flight training program, but they are not yet fully trained. They are the least experienced pilots in the Colonial Navy.

- Grunts spend most of their time practicing missiles and torpedoes in the flight simulator.
- Grunts very rarely use missiles or torpedoes with the exception of bomber pilots.
- Grunts use evasive maneuvers to shake enemies.
- Grunts can travel up to 75 percent of listed top speeds.
- Grunts do not use afterburners.

Veterans

Veterans are the most experienced pilots. They are the last to pass through the flight training program, but they are the most experienced pilots in the Colonial Navy.

- Veterans identify and take correct countermeasures 40 percent of the time.
- Veterans sometimes use missile or torpedo weapons, with the exception of bomber pilots.
- Veterans take medium-level evasive maneuvers to shake enemies.
- Veterans can travel up to 100 percent of listed top speeds.
- Veterans use afterburners.

Raiders

The raider classification is reserved only for the very best and most experienced pilots. Out of the thousands of pilots who pass through the flight training program, only a few are selected as Raiders. Raiders are the most experienced pilots in the Colonial Navy.

- Raiders identify and take correct countermeasures 60 percent of the time.
- Raiders always attempt to use missile or torpedo weapons.
- Raiders take heavy evasive maneuvers to shake enemies.
- Raiders can travel at 125 percent of listed top speeds.
- Raiders use afterburners.

**mission
tree**

7



act tree



CODE JUNKIES

your complete monthly source for all the newest and coolest playstation cheats

Face it—you're a Code Junkie. You need every new PlayStation cheat and password, and you want 'em now. Don't worry, our sources are the best. Stay connected with PSM and your supply will never go dry.

Carnage Heart

Manually control your OKE

This code is so cool. It totally defeats the purpose of the game and is extremely fun—a true gem. In our book, people who play this game are the most hardcore videogame addicts on the planet. And that is a true compliment!



During a battle sequence, press SELECT to get to the options menu.

Press SELECT 11 more times and the camera option will change to a control option. You will be able to choose between Automatic (normal) and manual Choose manual, and use the following controls to move your OKE around.



Forward: +
Back: -
Turn: +, -
Sidestep: L1 + + or +
Jump: ...
Jump in a direction: +, +, +, +, +, +
Duck
Grenade:
Fire Main: X
Fire Sub 1 time: R1 + +
Fire Sub 2 times: R1 + X
Fire Sub 3 times: R1 +
Fire Sub 4 times: R1 + +
Change OKE: L2

Target about spending hours trying to program your OKE's. Just enter the manual control code to control the action yourself.



Ace Combat 2

Little Tricks

In an attempt to be totally thorough, we've found some nifty little tricks that aren't listed in the instruction manual for all you diehards out there.

Lock Viewpoint



During the replay after you finish a mission, you can press and hold the trap button to lock the Viewpoint.

View Backside of Analog Stick



In the key configuration screen, hit the SELECT button to see the backside of the right stick...yippie!

Three Viewing Angles



On the mission selection screen with Mission, Assets, Data, and System at the top, put the cursor over Missions and press SELECT for three different viewing angles of the mission briefing.

Command and Conquer

The Codes Don't Stop Coming

Just when you thought you had enough cheats to reign supreme, out pops four more. Enter all of the following cheats while the game is paused.

Ion Cannon Charge

+, +, +, +, +, +, +, +, X

To use this cheat you must be on one of the later levels where the Ion Cannon is available.

Airstrike

+, +, +, +, +, +, X

Now you can call on an support anytime you get the urge, without having to ask mom first.



5,000 Credits

+, +, +, +, L1

Now that's a lot of credits. Can you say "buckets o' money?"



Reveal Map

+, R1

We're all seeking direction in life, but at least you can figure out where you want to go in your next C & C mission.



Mech Warrior 2 Finally—Invincibility!

We've brought you all kinds of codes in the past, but invincibility is the ultimate. However, it's still possible to fail a mission if you run out of time or don't finish all the objectives. Enter the following at the password screen: **#XO/A><UJZ**



Enter the code on this screen to five forever. We're still looking for the invincibility code to use in real life...

NHL '97

Your Run-of-the-Mill Game Cheat

This code is fairly typical so far as codes go, but it's still fun and extremely useful—especially if hockey games aren't your forte. During a face-off, while waiting for the puck to drop, quickly press L1, L2, L1, R1, followed by any of the various buttons to activate the cheat. The message "entered" will appear if you were successful.



Enter the codes during the face-off. You only have a few seconds, so you have to be quick!

Add extra cameras to instant replay: L
Speed up gameplay: X
Increase Penalties: L1
Increase penalty shots: R1
Increase accuracy on shots: L2
Easy Goals: R2

The "What's Up With That?" Fly-By

After you enter any of the codes, quit the game and start a new one to watch a weird fly-by through the stadium.



Street Fighter EX Bonus Game

Play a bonus game where you can bust up crates and barrels for points, much like the modes in the previous SF games. Go to the practice mode and press START. Now quickly press +, +, +, +, +, +, and press START again. If done correctly, you will get a message that says "Here comes a bonus game." Now enter the practice mode, and the new mode will become available.



It's just like the old days, but in 3D!

Thunder Truck Rally

Various Cheats

Enter any of the following codes at the main menu. You will hear a "burr" sound when successful.



Deformed Trucks

L1, R2, L2, R1, +

Normal trucks aren't good enough for you, huh? Well, here are some big deformed trucks to spice up your life.



Super Trucks

L2, +, +, +, +, R2

This code should let you go much faster, which could actually make this weak game playable.

Take No Damage

+, +, +, +, +, L1, R2

Bash away to your heart's content, and never put a scratch on your truck!

tip lines

Need a little extra help on a game? Then call the people who made it. For your convenience, we've gathered the following list of tip lines for PlayStation game publishers. Most of the numbers are 900 toll calls, so be warned—they will cost you. If you are under 18, you should get permission from whoever pays the phone bill before calling. Also, keep in mind that we don't maintain these lines, so we aren't responsible for the information available on them.

Acclaim	(516) 799-7800
Accolade	(800) 454-HINT
Activision	(900) 680-HINT
American Technos	(408) 453-9828
ASC Games	(203) 655-0032
Asell	(900) 288-2724
Atlas Software	(714) 852-2351
Bandai	(310) 926-0947
BMG	(415) 330-0600
Capecom	(900) 680-2583
Crystal Dynamics	(900) 737-4767
Data East	(900) 454-5435
Eidos	(900) 773-4367
Electronic Arts	(900) 288-4468
Fox Interactive	(310) 368-3900
GT Interactive	(970) 522-1797
Hot-B	(415) 588-9501
Interplay	(714) 553-6655
Jaleco	(847) 215-1811
KOEI	(415) 348-0500
Kokopeli	(900) 370-HINT
Konami	(900) 896-4468
Lucas Arts	(415) 507-4545
Maxis	(510) 933-5630
Microprose	(410) 771-1151
Midway/Williams	(900) 874-5092
Mindscape	(900) 737-4468
Namco	(900) 737-2262
Ocean	(408) 289-1200
Playmates	(714) 428-2102
Psygnosis	(900) 976-4468
Ready Soft	(900) 475-4901
SCEA	(900) 933-7669
Sierra	(900) 370-5583
Spectrum Holobyte	(800) 686-GAME
Strategic Simulations	(408) 737-8800
Technos	(408) 453-9828
Tecmo	(310) 787-2900
THQ	(900) 370-HINT
Time Warner	(408) 473-9495
Trimark	(310) 382-3243
Ubi Soft	(900) UBI-SOFT
US Gold	(900) 288-GAME
Viacom	(900) 739-4019
Vic Tokai	(900) CALL VIC
Virgin	(900) 288-4744
VR Sports	(714) 955-9592

Triple Play

Totally Funks-Out Team

The following code turns the EA Dream Team into a team of deformed miffs with new and wacky abilities, like throwing 160 mph pitches. The pitcher will be 20 feet tall, while the second baseman will be 6 inches tall. One of the players will have a small head, another will be skinny, and check out that third baseman's feet!



▲ 131 miles per hour? Now that's what I call a heater!



▲ These fishes just aren't your average oil-eaters.

Enter the Dream Team code (provided below if you missed it last month), then enter the Extra Fields code (also below) to access the three hidden stadiums. Now highlight one of the hidden stadiums and enter the stadium code again. You must be using the EA Dream Team as the home team in one of the hidden stadiums for this to work. By the way, if you can figure out how to get them to play in their underwear, let us know. We know it can be done, we just haven't figured it out yet!



EA Dream Team

To play with EA's super team and their mazed-out stats, go to the team selection screen and press L2, R2, L2, R2. Then move over to the 33rd overall team to find the dream team.

Extra Fields

At the stadium select screen, press L1, R1, L1, R1, □. This should let you play on Ebber's Field, the Polo Grounds, and the Corn Field.

Twisted Metal 2

The Best Codes Yet!

If you thought you had every TM2 code, you were wrong (and so were we). There is finally an eternal life and infinite weapon code, but still no legitimate way to play as Dark Tooth. There may be a way to get him with a Game Shark, but we hear that it crashes the game. Not to mention that Sony has always denied the existence of a playable Dark Tooth.

Error the following during gameplay. You should receive a message at the top of the screen once you are successful.



Mega Machine Gun

While holding R2, press +, +, +, +, +, +. Your machine guns will turn white, and they will be more powerful with further range.



Eternal Life

While holding L1 + R1, press +, +, +, +, +, +. Now you can punch your opponents until your thumbs bleed without giving a second thought to staying alive.

Infinite Weapons

While holding L2 + R2, press +, +, +, +, +, +. No more having to look for weapons means more time for killing. heh, heh.



God Mode

This is the ultimate TM2 code! At any time during gameplay, hold L1 + L2 + R1 + R2 and press +, +, +, +, +, +. Enter the same button combination again to turn off God Mode.

VMX Racing

CODE-A-LICIOUS!

We received a few letters from readers asking us to print some VMX codes. They were obviously looking for some relief from a pretty painful game, and we don't blame them. We were able to come up with a few to satisfy you. They're actually fairly entertaining, and they might add about a half hour of playability to the game. Try entering all of them at once and watch how much the action slows down! Enter all the codes during gameplay, and make sure not to pause.

Painting

□, X, □, □, □, □, X, SELECT

This code makes the blues leave trails of color behind their wheels.



Disco

X, X, □, □, X, X, □, □, SELECT

The landscape will cycle through red, green and blue colors.

Psychodelic Apocalypse

□, □, X, □, □, □, X, SELECT

This code makes the landscape cycle through adjacent gaudy values.



Land Into Water

+ , + , + , + , + , + , SELECT

Use this one to turn the landscape into water.



Movies

□, X, □, □, □, □, X, SELECT

Every cinema is played in sequence.

Coordinates

+ , + , + , + , + , + , SELECT

Displays the player's coordinates within the world.

Hidden Song

+ , + , + , + , + , + , SELECT

Plays the best song in the entire game.

War Gods

Play as the Bosses

Enter these codes at the character select screen.

Grox

+ , + , + , + , + , + , + , +

Ezer

+ , + , + , + , + , + , + , +

BRAVO AIR RACE

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3D courses



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Arriving in September



game shark codes

ALLIED GENERAL

Infinite Prestige 80064c0cfff

BRAHMA FORCE

Hydra Laser 80060ca2fff
 Infinite Durability 80060c6403a8
 Infinite Durability 80060c6603a8
 MV Mortar 80060ca8fff
 Polar Ray and Synwave 80060ca8fff
 Proton and Hadron Lasers 80060c9efff

BROKEN HELIX

Alien Weapon 80064e68011e
 Amplifier 80064e40010a
 C-4 Explosive 80064e780126

Detonator 1 80064e680115
 Energy Armor 80064e6a0117
 Energy Pack 80064e4a010f
 Saw 80064e44010c

COOLBOARDS

All Awards 801ef97e000f
 801efbb4000f
 801efbb4000f
 801efd33000f
 801efa5c000f

DISNEY'S HERCULES

Infinite Fireball Sword 80034dc000c8
 Infinite Lives 80034da40009

HERC'S ADVENTURES

Infinite Spears player 1 800c4a800063
 Infinite Money player 1 800c4a800063
 Ray Gun player 1 800c4a80001e
 Infinite Lightning Bolts player 1 800c4a400039
 Infinite Keys player 1 800c4b3a0009

MLB '98

Away Team Scores 0 800121f60000
 Away Team Scores 50 800121f63232
 Home Team Scores 0 800121b40000
 Home Team Scores 50 800121b43232

Namco Museum Volume 4

All Kinds of Hidden and Secret Things

We just love this kind of stuff, those creative hidden tricks that make you stop and say "Man, videogames are wand!"

Jumping Shoes



Enter the Pac-Land game room and find the ghost hiding behind the hill. Hit X to make him run away. Now find him two more times, pressing X each time.

Eventually the ghost will start chasing a fairy.



You can find one in the tree closest to the ocean. Look up into the tree, then hit X to shake it and retrieve the pellet.



Give the power pellet to Pac-Man, and he will save the fairy.



Once the fairy is safe, go up to her, press X, and she will give you the jumping shoes. Wacky, huh? With the jumping shoes, you will be able to jump by pressing X. You can string up to four jumps together if you time it right, each one higher than the last. If you succeed, you will get 7,692 points, which in Japanese numeric word characters can be interpreted as "Namco." The point of this is a mystery, but if we ever solve it we'll pass the info along.

Hidden Assault Plus

A secret version of Assault is hidden in the Namco museum. If you want to try it out, go to the X room (located to the left of the assault room in the museum).



The screen will flash white and a blonde girl will appear.



Once inside and at the podium, simply press ↑ + ← + LT + RT.



Go up to her. She will do one of several odd things and make a screen appear at the console at the center of the room.

Check the screen out to get to the Assault Plus room, where you will can choose between playing an easy or super-hard version of Assault.

Hidden Opening FMV of the Genji/Helka Clan Game

Check out an extremely wacked video of this bizarre Japanese trailer movie for the Genji/Helka Clan game, something that was obviously never meant to be seen in the U.S. You can get to it by pressing LT + RT at the Namco logo screen. The video is also available in the theatre under the museum part of the game, only it's on a small screen.



▲ This is quite possibly the oddest FMV we have ever seen. The cinema has a wacky B movie feel to it.

A Crazy Sequence on the Roof of the Gateway in the Genji/Helka Game Room



Now just art back and watch the entertaining mini-sequence on the gateway's roof.

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LETTERS

Welcome to the premier forum for PlayStation fans, where we dig into today's hottest issues

PSM isn't just a passive experience, so drop us a line at PSM Letters, care of Imagine Publishing, 150 North Hill Drive, Brisbane, CA, 94005. Or even better, if you have access to e-mail, we're at psm@imagine-inc.com.



▲ G.K., G.K., Noah wasn't around for this shot, so we gifted his head onto some random dude's body. But this is what we otherwise look like during our daily home bubble.

Keeping the Import Coverage Coming

First off, I want to thank you for the free subscription! I read lots of game mags each month, so it's nice to get a free one every now and then. If your premier issue is any indication of things to come, I'll definitely become a paying subscriber when the subscription runs out.

The Bonus Tip Sleeves are a great ideal I hope they're going to be a regular feature, as I've always felt that the best place to keep game tips is in the game package itself. Also, I love the PS id sticker! I really hope you'll be doing this each month, as well. You could feature a game of the month, like *FFIX*, or some-

thing from the wonderful world of anime, like *DragonBall Z* then here!

Speaking of anime and Japan, what's with the puny two-page import feature? Here you have a magazine devoted solely to the PS, which has a HUGE library of Japanese games, many of which we'll



▲ Don't let me say it's definitely looking to expand the import section!

never see like the AMAZING Total 2—come on, Square! Tell Dream Factory to put whatever they're doing on hold and GIVE US TOTAL 2!!!, and all of them are granted a mere two pages? Cmon, the Japanese section should be four pages minimum. I could understand such a small section in a mag covering multiple systems, but one devoted strictly to the PlayStation? Two pages simply doesn't cut it.

All in all, your first issue was one of the best PlayStation mags I've read. Very detailed reviews and thorough strategy guides are necessary elements in any game mag, but extra like the ones I've mentioned really push it over the top! You've got the makings of a truly unique game mag here, so keep it coming!

Geoff LeBlond
JMc9317@aol.com

Hello There! I just read your first magazine, and I think it's great! I like the import pages the best and think that it should be expanded! The cheat codes were cool, also!

Bill Goodman
remick@attmail.net

► CHRIS: Thank you for the kind words! I agree that PlayStation import info is really important, so in the coming months you can expect to see more of *SR's* great section, with some cool new ideas added in for good measure. Keep on letting us know how we're doing!

I was at SingleTrac's website and read that as a result of its acquisition by GT Interactive, it will most likely not make the next *Twisted Metal* game. I know Sony holds the rights to the *Twisted Metal* series, so does Sony plan to continue it itself?

Nurt Blair
blairnurt@com.net



▲ Well that, Sony might be doing a *Twisted Metal* info on its own—we'll just have wait and see.

► STEVE: Here is the scoop. SingleTrac is now owned by GT Interactive, so there is little chance that games bearing the name *Twisted Metal 3* or *Warhawk 2* will ever be created. Sony owns the intellectual property rights to both titles. You might see games resembling those titles, however, as SingleTrac still owns the technology patents I think a new *Warhawk*-type game would be extremely cool, and I'm sure that a lot of fans would agree with me. We will just have to wait and see.

First off, I'd just like to congratulate you guys on an EXCELLENT premiere issue! Not to sound biased, well O.K., I AM

UP
Want to keep up with other passion
magazines? Well, you can find them
in a postcard with your name, address,
favorite games, and your age. Send
it to PSM Link-Up, c/o Imagine Publishing,
150 North Hill Drive, Brisbane, CA 94005. You
can also e-mail us at psm@imagine-inc.com.

► *Game Credits*, page 10

► *Next Issue*, page 14

► *Rock, page 18*

► *Rock, page 18*

► *Rock, page 18*

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► *Rock, page 18*

based, but I love how you guys totally side with the PlayStation over other systems—which is the right thing to do, as your stats on page 13 convincingly justify. And you will be happy to know that I plan on subscribing, as well!

About this web site, I was just wondering if it'll be like some of the other IGN sites. What I mean is, will you have some sort of "Daily News Briefs" at all? I realize PSX Power is the official IGN PlayStation site, but it would be nice if you guys had some sort of section that people on the 'net would be able to visit daily for updates. Maybe a good codes section or something. Or how about just a section where you reply to online letters to PSM or Ask Sony?

Anyways, I really look forward to future issues of PSM (especially #2, for the rest of the FFVII strategy guide!)

Gary Mu
gmu@intergate.bc.ca

► **STEVE:** Thanks for the comments, Gary. We worked hard to make our first issue as complete as possible, but we know we still have a lot of things we can work on to make PSM even better. I have been getting

hundreds of e-mails asking if there is going to be an official PSM site. Well, there is. IGN's PlayStation site, PSX Power, is going to become PSM.com. There you will be able to find more of the latest news and juicy gossip that we just can't squeeze into one mag.

I am a 24-year-old medical student, but I am also a very serious gamer. Being so, I have watched the industry grow since the days when I had my Intellivision. Anyway, my only problem with the industry is that I have many videogame ideas I would really like to see as a reality, but I don't know how to go about it. I have a friend who is a senior computer science major, and he and I have sat down and written out total scrolls for game ideas. Is there any place where we could submit these ideas, get some sort of credit, and revolutionize the industry with them?

Michael
DMV06@WEBTV.NET

► **CHRIS:** Unfortunately, there's no set way to break into the industry. Just keep knocking on doors, showing your ideas and proposals to whoever will listen. Be careful to protect yourself and your ideas, though—you don't want a less-reputable company ripping you off. Also, have you looked into investing in a Yeroze development kit? If you can have a working model of your game, even a simple, bare-bones version, it helps a lot in illustrating your ideas to interested developers.

Do you guys know of any news about Square making a former Super NES game for PlayStation (Front Mission)? I know you, as well as the PlayStation community, will love this game. It's kind of a mech game, combined with RPG and strategy. If you do your research, you will find it rewarding.

Ravi
poliquin@msn.com

► **STEVE:** Actually, I am extremely excited about both of Square's upcoming mesh titles, *Front Mission Second* and *Front Mission Alternative*. And yes, they are both appearing on America's favorite console system. It looks like Square is trying to take over the entire gaming world. The *Front Missions* are taking over the strategy genre, while games such as *Enhancer* and *Tobal 2* are revolutionizing their particular genres, as well. Next year is definitely going to belong to Square, so be sure to check out PSM for the latest updates.



► We think the *Front Mission* titles will be hot too. Who—not to mention some of Square's other projects.

First of all, I would like to say it is about time that we have a thoroughgoing independent magazine for the PlayStation Second. I would like to know if any boxing games for PlayStation, besides *KIT*, are out or coming out. Third, would you consider making a special issue on one game, such as sports or fighting? SKimoor2054@aol.com

Envelope Art of the Month

► Every name and then we get something that's cool enough to share with everyone. Check out these top-guy renderings of the PSM staff! Thanks to Hank Lefebvrehouse of Enigma City, SD.



► *KIT* is probably the closest thing to boxing available on the PlayStation.

► **NOAH:** There are still no other PlayStation boxing games in the U.S., although a few Japanese titles have been released. The latest is called *Herd Blow*. Since it's published by EA, there may be a chance that it will come to our shores. It would no doubt have a large audience, as long as it was quality. If and when we get more info, we'll let you know.

As far as PSM focusing on one particular genre, it's more like the luck of the draw. For example, next month we'll be featuring lots of move lists for some of the new fighters, but only because there happens to be a lot of new fighters coming out.

I have been really looking forward to receiving the first issue of your magazine. As far as I am concerned, the more dedicated PlayStation magazines the better.

Every month, I purchase each of the current PlayStation magazines for review and archival purposes. This includes the European versions. There is no better way to stay on top of the industry, as it



► A good way to get started on some game ideas, Michael, is to invest in a Yeroze.

► **Josh Warner,** age 18
jwarner@earthlink.net
Santa Ana, California
Favorite Games: Final
Fantasy, Golden Eye
Raided Eye, Star Wars

► **Jason Whitman,** age 29
jwhitman@earthlink.net
Redwood City, California
Favorite Games: A-1
League, Golden Eye,
Apocalypse Now, Star Wars

► **Johnnie John,** age 18
johnniejohn@earthlink.net
Reno, Nevada
Favorite Games: Star Wars

► **Brett T.,** age 24
brett@earthlink.net
Reno, Nevada
Favorite Games: Star Wars

► **Larry Hopk,** age 17
larryhopk@earthlink.net
Redwood City, California
Favorite Games: Star Wars

► **Roger Gans,** age 22
rogergans@earthlink.net
San Diego, California
Favorite Games: Star Wars

relates to PlayStation, than to have a multitude of product-specific publications to consult.

The key is to have "reliable" commentary and information. That is where your magazine should fit in nicely. Imagine Games is responsible for two of my favorite publications, *Ultra Game Players* and *Next Generation*. If history is any indication, PSM should prove to be another quality effort from your stables.

If all goes well, I may be able to remove one such dedicated PlayStation magazine from my pick-up list. No name calling, but I think you are more than capable of all but elevating the comparable magazine. Whoops, did I say comparable? I apologize.

Fabian Blache, III
blache3@msn.com

► **NOAH:** No apology necessary, Fabien, and for the record, your analysis of our efforts is dead-on. Having to answer to no one (except our readers) guarantees our editorial integrity, something some other magazines can't really say with a straight face. Just read our reviews and news stories, and this fact should be apparent. And how did you know that our offices were stable?

What's up with My Subscription?

I just wanted you to clarify something for me in regards to PSM and subscribing. I got an offer for a free subscription to PSM, so I sent it in. Then, someone wrote a letter to your mag inquiring about the validity of this free offer, and you replied that there was no catch, and that if he didn't like it he should "simply return the bill with 'cancel' written on it." Now my question is, if the subscription is free, why bill the subscriber? Also, I never received this bill, so does that mean that I am not going to receive my subscription?

Mervin Jensen
jensen2@msi.edu

Steve, in your first issue you replied to a letter asking about strings attached for the "Free Subscription" cards you mailed to people. Your answer left me with more questions. If it's a free subscription, how can you return the bill with "cancel" written on it? Is it only a free issue? Otherwise, excellent first issue.

Karl Roosa
roosa@rns.com

I was just wondering if your magazine has a technical support line to answer questions subscribers have. If you do, please post it in your magazine.

Eugene
w3@uno.com

► **STEVE:** There seems to be a bit of confusion about PSM's subscription policy. Some readers were awarded free subscriptions, so they don't need to pay for a subscription until that one runs out. They will not receive a bill. Imagine's standard policy is that anyone can get the first issue of a magazine subscription free. Thus, you can subscribe to PSM, and if you don't like it after reading the first issue, you can return the bill with the word "cancel" written on it. We will then cancel your subscription, but you can keep the first issue for free.

We've had a lot of e-mail asking for our support line, so here it is: (800) 477-9484. Feel free to call if you are having any problems with your subscriptions, or simply want to renew.

I think your magazine is the best source for PlayStation information anywhere. Any magazine that has the Imagine Games logo on it, I buy. PSM is great, and it has the most up-to-date info on PS games anywhere. Keep up the good work, and thanks for that cool PSM Independent sticker!

Jeff Martin
NoXGen96@aol.com

► **NOAH:** Thanks for the compliments. I hope you stepped your sticker on your PlayStation so you're representing the crew back here at PSM!

Chris, I have been following your career since the days of *Gameplayers* (now *Ultra Gameplayers*), and I am ecstatic that you are back in the folds of the magazine! I totally enjoyed the first issue of your revolutionary magazine! I say revolutionary because all of

the other PlayStation magazines can't hold a candle to your mag. You packed more information into one mag than in three others combined! I love the format and the way it's set up. You packed in so many codes that I booted away all of my other so-called PlayStation mags! Your openness and energetic attitude is going to take your mag to the top! My buddy Richie Nazario and I subscribed! Keep up the good work!

PS: Your mag is like *Next Generation* and *UltraGP* combined! Keep 'em coming!!

Robert Melendez
rmelendez7@aol.com

► **CHRIS:** Thanks a lot! It really is great to hear that real hard-core gamers like yourself are excited about what we're doing. We'll keep trying to outdo ourselves every issue!

I have a question concerning the PlayStation. One of the reasons I bought the PlayStation is because Capcom and other companies are making games for

it. One genre I especially like is Beat 'em-ups, which Capcom is famous for due to *Final Fight*. Up to this point, there hasn't been any game out of that quality. *Fighting Force* is coming out, and I am very happy with it. But why haven't other companies produced those kind of games? With the power of the PlayStation, I am sure a game that was on the Nintendo 16-bit can be ported to the PlayStation with 10 times the length and 100 times the quality. I hope companies are out there reading and listening to the users of PlayStation.

RomeoC3300@aol.com

► **CHRIS:** I think "Beat 'em-ups" were probably a little bit overdone on 16-bit, and it's taken this long for developers and many other gamers to become interested in doing them again. But if this recent retro trend towards bringing back old games and genres continues, I think we'll be in for some great "Final Fight"-ish games soon.

First, I would like to congratulate you guys on the fine effort you put forth in your last issue. Great coverage, pics and analysis of the reigning champ of next-gen consoles—the PlayStation.

I think I share the same notion with other game players when I say multiplayer gaming is the wave of the present and future. There's



A *Fighting Force* may soon be joined by more beat-'em-ups.



Multiplayer rocks, huh?

► **Lois Chardens, age 28**
Cleveland, Ohio
Favorite Game: *Angelo*
Favorite Genre: *Demolition*
Favorite Character: *Mr. T*
Favorite Console: *PlayStation*
Quote: "I love to kick butt."

► **Jeremy Salinas, age 16**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

► **Chadler Rubin de Celis, age 17**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

► **Matt Havers, age 15**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

► **Chris Stelmach, age 15**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

► **Michael Shallick, age 26**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

► **Grant Doherty, age 13**
New York City
Favorite Game: *Street Fighter*
Favorite Genre: *Fighting*
Favorite Character: *Ryu*
Favorite Console: *PlayStation*
Quote: "To be the best, you have to beat the best."

nothing better than outwitting or outplaying human opponents—let's face it, most computer AI isn't all that great, and you don't really get to gloat to a piece of silicon. With this point made, why do software developers neglect adding this feature to a game? With some games and games, multiple players aren't an option, this is understandable. Other titles, however, are screaming for the option to play with three or more players. *Goal Storm '97* and *WCW vs. The World* are two titles that would be a blast if they supported Multi taps.

I feel that developers should cast a thoughtful glance toward multiplayer options when creating a new project. The multiplayer feature can transform an average game into a cult classic (see *Bombardier*). Thanks for your time.

Luis Salazar
webmaster@lsrtech.com

► **STEVE:** It's true that both the Multi tap and the link cable have been overlooked by developers, due to small number of people who have those peripherals. Good news, though—more and more companies are willing to invest the extra time, because the PlayStation user base is now so big. In fact, companies like Activision are taking the whole link cable idea to the limit. In *GT Racing*, up to four players can play using two linked PlayStation!

I really like your magazine a lot. It's awesome—finally a magazine that is without gibberish! Your magazine has the power to become the official magazine of the PlayStation gods!!! Your coverage has been unprecedented. How many new maps start off as MVP? The way you cleared up rumors and gave us the

straight and narrow! And if your code section is always that advanced, it can only mean one thing—someone has had a great vision. You know, it's a shame when a single-platform game mag beats the multiplatform one. Maybe it's a little something called focus. I also like the fact that your reviews are just that, reviews with informative, different, unseen pictures—not the same ones everybody's using. And the subscription price—oh my gosh! It just doesn't get any better. I wait, this is PSM, I THINK IT DOES! I don't want to sound like I'm sucking up, or anything, but it's just my way of saying, "finally, you have arrived" and "thank you."

In the words of Al Bundy, "Let's Rock."

Star Norman
Tallman26@mslcity.com

► **NOAH:** Star, you're gushing, stop it—you're making us blush! Apparently (according to your words), we have succeeded with our original vision and mission statement. It's only going to get better, though. It's all about the love man, the love and those incredible games on the most amazing system in the universe.

Hi guys, great first issue. What can I say? Just great. Now my question: I've heard Tekken 3 will be available and on store shelves before the X-mas. I was just wondering, if this is true, why don't I see any kind of info or previews or anything at all about Tekken 3 for the PSX in any magazine or Internet site??? Is this game really gonna be available before X-mas??? Just tell me all you know, and I'll be a happy PlayStation gamer. I'm a big fan of the Tekken series. Thanks, and once again, congratulations on the mag. I wish you all success!!!

Christian Rubin de Cels
Veneco@aol.com

► **STEVE:** Namco is trying hard to have a simultaneous worldwide release of *Tekken 3*, but it doesn't look like it is going to be able to pull it off. From what I have been hearing, the game will hit Japan in December, and will probably have U.S. releases between February and March. You can check out our preview of this hot fighting game next issue!

Just a "Few" Questions?

I've just received my first issue of PSM, and it's great. It's about time a magazine with useful PlayStation info has come out! I have a few questions that I've had a lot of trouble finding the answers to:

1. Is the PlayStation capable of creating faithful conversions of *X-Men vs. Street Fighter*, *Tekken 3*, *Darkstalkers 3*, and *Street Fighter 3P*?
2. Is it possible to get any screenshots of the PlayStation version of *X-Men vs. Street Fighter* and put them in the next issue of PSM?
3. I heard Tecmo is making a conversion of *Dead or Alive* for the PlayStation, yet the game runs on Sega's model 2 board. Is it possible to create a game that runs on the model 2 board for the PlayStation?
4. Can you tell me the release dates for *X-Men vs. Street Fighter*, *Tekken 3*, *Darkstalkers 3*, and *Street Fighter 3P*?

PS: The only way I will know the answers to these questions that

have been burning a hole through my mind is if you print this letter in your next issue of PSM. THANK YOU!

ALEX
crazycr@erols.com

► **STEVE:** Let's see if I can help you out, Alex.

1. Both *X-Men vs. Street Fighter* and *Tekken 3* have been confirmed for the PlayStation, so it looks like they can definitely be ported over. I am curious how Capcom is going to deal with the whole tag-team feature in the *X-Men*, though. I hope they won't have to cut out a lot of animation frames. Since *Darkstalkers 3* uses the same board as *Darkstalkers 2* (the CPSII), there shouldn't be much of a problem converting it over. As for *Street Fighter 3*, I don't think the PlayStation could handle a faithful conversion considering the huge amounts of animation frames in the arcade original. Gamers will probably have to wait until Sony's new console gets released before they see an accurate home version of *SPIII*.

2. Capcom hasn't released any info related to *Street Fighter X-Men*, but as soon as it does, PSM will give you the in-depth coverage.

3. Sure. The PlayStation can easily handle the same amount of polygons the Saturn can (maybe even more), so a port of *Dead or Alive* should look really good. If Tecmo can accomplish a port as well as Sega did with *Virtus Fighter 2*, then DOA will simply rock.

4. Capcom keeps changing release dates, but I'll give you my best guesses. *X-Men vs. Street Fighter*—Nov/Dec; *Tekken 3*—Dec/Jan; *Darkstalkers 3*—first quarter '98.



► Can the PlayStation handle *SPIII*, or will we have to wait for the PlayStation 2?



►

Jason Hernandez, pgs 13

►

John 10/27/97

►

E. Rocco D.

►

W. J. C.

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Sucked into a Hell Hole?

I just finished reading your first issue of PSM, and I love it very much. PSM is the best of the magazine. I've wanted for a long time, ever since the PS came out. I know there are a couple of other magazines, but I can't recall their names right now. Anyway, they are no match to PSM! However, I am just a little disappointed to see that Chris had to leave Ultra Gameplayers to take this job.

I have a few questions I would like to ask. Do you guys love your work? I mean, do you guys gettin' up every morning, walking into the PSM office, and starting to play games over and over again? Were you all excited in the beginning, then suddenly you realized that you had been sucked into a hell hole and pray everyday that you will get out of it sometime soon, or just wish you were dead?

I believe that working for a videogame mag, especially PSM, would be a very bright and fun job. You get to play free games, and get paid for doing so, which I envy you guys for every day of my life. In seven to eight years, after I get out of college, will PSM still be around? I pray every day that PSM lasts a lifetime.

I just want to make sure this "editor" job is fun and exciting. I love videogames, and even if a little journalistic writing now and then is needed, I will think of it as the price of admission. I would love to hear from you guys to encourage me, and I really need some encouragement. So please write me back, or just post this in your magazine.

Andrew
ajasper@hotmail.com

► **CHARLES:** Let me tell you, Andrew, making these guys play the dozens of games that come through here each week is tough work. Chris is always playing with his calculator and making speed sheets full of bud-

getary predictions. Noah just won't stop complaining about the "unprofessional" atmosphere, and demands that everyone wear a coat and tie to work like he does. Steve is constantly talking about the "Bottom Line." He insists that we cut the entire Previews section and replace it with advertising. And Bill? That guy thinks games lend TV in general mark the end of civilized society—I have to show him how to love his PlayStation every time I convince him to do his job.

O.K., so I'm full of crap. Our staff is totally devoted to the mag and our readers. Every job has its down points—only here, the biggest disappointment is usually news that the next hot title has been delayed. Tough, huh? Everyone at PSM wanted the same thing you do at some point in their lives, and now here they are. Just stick with it, man.

I read the first issue of your magazine when my friend got a free issue, and I'm planning on subscribing. So far your magazine is very cool. I like how you guys actually talk like normal people. I have a few questions.

1. Is Novologic planning on releasing any of the games in the Comanche series for the PlayStation?
2. Are there any other codes for Resident Evil besides the rocket launcher and the new clothing?

3. I've heard that in *Tomb Raider*, if you jump onto the statue by the pool in her home, and then jump into the pool, when she comes out of the pool she'll be nude. Is that true?

Thanks for taking the time to read this, and I hope you have the answers to my questions. Good luck with the magazine!

Matt Rettinger
EyaAm-Mel23@aol.com

► **NOAH:** Thank you so much for saying that we sound like normal people! I'm going to show your letter to all my friends, just so I can say, "See, I'm normal, or at least I sound like it." Now let me see if I can answer your questions in my normal voice.

1. I don't think we will see any of the simulation-heavy Comanche games on the more action-oriented PlayStation. There are still a few decent helicopter games though, mainly *Black Dawn*, *Thunderstrike*, and the more simulation-based *Gunship*. The best will be *G-Police*. However, the aircraft in that game isn't a helicopter at all, it's more like a maneuverable hovercraft that behaves like a helicopter.

2. You found them all, Matt. Resident Evil isn't one of those games with tons of tricks and codes. The director's cut has all kinds of new stuff, though. It doesn't really have any new codes, but it's something—especially if you're an AE freak. Just wait for RE2. There is bound to be much more in the way of codes and tricks, and you

can count on seeing everything we uncover in the codes section.

3. That's nonsensical. Believe me, I spent hours trying to get it to work.

Hi there guys. I just want to say cool magazine, and thank you for publishing my letter in the first issue! I was very surprised to see my name in print. Anyway, what's up with the PS

version of San Francisco



Rush? I mean, you did even hold a candle to the N64 version? I am looking forward to it very much.

► **ST:** Bush was pretty rough when we last saw it, Jonathan. We've got high hopes for a good translation, though.

However, I am curious as to how it is coming along, and how good of a port it will be considering the PlayStation is not as technically advanced as the arcade hardware that the game is running on now.

Jonathan Earle
jonathan@meadey.com

► **NOAH:** I haven't seen the PlayStation version since E3, and there wasn't much to see then. It was basically a car on a road floating in space. It's too hard to tell at this point how it's looking, but next month we'll get to see more of it, and we'll bring you the screens. The release is still a long way off at this point, though. Maybe by the time it comes out there will be some kind of force-feedback controller out there to make it feel like the arcade... one can only hope.

P



► It isn't easy, Andrew, but someone's gotta force these guys to play all the hot new games!

► **Ernest Davis**, age 15
edavis@earthlink.com
1001 Lodi Ave.
Sausalito, CA 94965
Favorite Game: *Super Mario Bros.*
Favorite Game System: Super Nintendo
Favorite Game Character: Mario

► **Michael Lim**, age 18
mlim@earthlink.com
57 Greenwood
St. George, NY 11780
Favorite Game: *PGA Tour*
Favorite Game System: PlayStation
Favorite Game Character: Tiger Woods

► **Jim Hall**, age 18
jhall@earthlink.com
4819 Poplar Place
Lake Worth, FL 33460
Favorite Game: *Blade*
Favorite Game System: PlayStation
Favorite Game Character: Blade

► **Sean & Amy**, age 16
sean@earthlink.com
5202 Bayview Dr.
Houston, TX 77055
Favorite Game: *Super Mario Bros.*
Favorite Game System: Super Nintendo
Favorite Game Character: Mario

► **Michael**, age 15
michael@earthlink.com
1001 Lodi Ave.
Sausalito, CA 94965
Favorite Game: *Super Mario Bros.*
Favorite Game System: Super Nintendo
Favorite Game Character: Mario

TOP THIS!

Challenge #1: Mega Man X4

O.K. all you die-hard *Mega Man* fans, let's see how good you are! We want to see you collect every part, every tank, and every weapon in the game. And if you use X as your character, we're also going to require that you find every capsule and completely upgrade your armor. To prove your skills, send us either a clear photograph or videotape of the "Save Game" screen that shows the items you've collected. Winners are first-come, first-served. By the way, you'll be disqualified if you use the "Super Armor" code—we can tell! Ha!

Challenge #2: Final Fantasy VII

So you're supposed to be some sort of RPG expert, right? Let's see if you can prove it. Scattered around the world of *FFVII* are eight "hidden" manuals that will enable your characters to obtain their fourth level limit breaks. All you have to do is find all eight and take a picture of them listed in your inventory window. A video tape will work just fine, as well. To help you out, we revealed some of the manual locations in this month's *FFVII* strategy guide. Only the first entry will win... though... oh hunny!

Challenge #3: Armored Core

Build the Best Mech

In this month's issue we feature some of the Armored Core producer's top mechs, but we're sure that some of you can do better. Here's the challenge—come up with an amazing mech design that is both functional and cool-looking. Send us a list of all the parts you used and a polaroid or a video tape of your mech in the "Assembly Menu." Be sure to include all the color and design info so we can duplicate it exactly. We will choose the top entries and send a picture of those mechs in an upcoming issue.



Oh no—we're almost at the end of the issue! *Man* these things go by fast... Anyways, before we go, here are a few parting shots:



« This guy was indeed at a recent trip to Paramount's Great America. Hey, how'd that guy from Saturn/World get in there?!



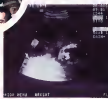
A Bill Finkel's familiar U.S. map sits on a record store in Tokyo.



A Knap! Ignazio, creator of Cauterization, with the industry's hottest new mag!



Let's recently moved to the top floor of the building office, but we'll change something when I all started.



a. Exclusive first look! Noah's unborn child! He and his lovely wife Jess are expecting a girl in mid-January. Congratulations, Noah!

MARKETPLACE

the place to buy, sell, or trade games, peripherals, and anything else related to the playstation

Chris Steinaker

COB@bellsouth.net
P.O. Box 2333, Ash, Pennsylvania 15410

Trade Type: want, trade
Description: I have Technic's Destruction and Alien Thrasher! I would like to sell or trade. Both are in perfect condition complete with instructions. I'm looking for Total 1, The Alien Trilogy, Twisted Metal, or Jet Moto. Send me your best deal!

Jordan Tadic

Popej@bellsouth.net
15117 Clinton Blvd.
Lakewood, Ohio 44137

Trade Type: sell, trade, item games
Description: For sale: ATL8 Pinwheel Race for \$25 or reasonable trade. AA4, Game Day for \$35 or reasonable trade. NFL GameDay for \$25, NBA Live for \$35

Sony Televis

Prolet1@aol.com
125 Kame St.
Springfield, Massachusetts 01118

Trade Type: want, item accessories
Description: Looking for an unopened Sony Dual Analog Stick from Japan. E-mail me your offer

Robbie Henrichs

rahnd@bcs.net
1540 NE 26th, Jensen
Jensen Beach, Florida 34957

Trade Type: sell, trade, item accessories
Description: Want Coss Analog Controller. I just don't use it anymore. willing to sell or trade for a game or two

Danilo Reeves

Dapell@comcast.net
26077 Gurnee
Livonia, Michigan 48153

Trade Type: want, item games
Description: Does anyone have the second issue of the PSX underground with FFW3 demo? Contact me for offer for CD!

Brent Galley

kaufm@bellsouth.com
68 E 80th St.
Brooklyn, New York 11236

Trade Type: trade, item games
Description: Looking for PlayStation owners in NYC area. Looking to trade Soul Blade for Wild Arms or Flame Rider. If you have any games along these lines, contact me

Jim Collins

patrick.collins@comcast.com
15255 S. 420th
Santa Maria, California 94065

Trade Type: sell, trade, item games
Description: Have one want to trade or buy? I'd like to get rid of Power Move Pro, Mischief and Madden '97. E-mail me if interested

Louis Chambers

Coast07@bellsouth.net
620 Monterey Rd., Pearl, Mississippi 39209-6756

Trade Type: want, item games
Description: Wanted: A pre-owned copy of Wild Arms Arched Greatest Hits for the Playstation. If you are willing to sell or trade, please contact me at my e-mail or mailing address

RO OF THE MONTH

Game Master
fale@progers.wvnet.ca
1687 Plateau Crescent
Coquitlam, British Columbia
V3E 3B3 Canada
Trade Type: trade, want
Item: console system
Description: WANTED: Sony Play-

station!! I'm trading my Super Nintendo with two controllers, nine games, and a Gameboy with one controller and three games. It may sound bad, but you can take these systems to a game store to trade for money or a console

Nick Perry

HECOBB@BTV.COM
208 North 18th St.
Council Bluffs, Iowa 51503-2710

Trade Type: want, item accessories
Description: Looking for a cheap Gameboy

Peter

aculster@bellsouth.net
1634 Milano Lane
Cottonwood, Arizona 86328

Trade Type: sell, trade, console system games
Description: PlayStation 4 Sale includes one controller, memory card, RF adapter and four games: Destruction Derby, Ridge Racer, Metal Combat 3, and NFL FaceOff. Will be signed for \$20 each or trade for Wild Arms. Respond via e-mail

Nathan Holtz

NDS404@bellsouth.net
12116 243rd Ave. Ct. E
Buckley, Washington 98021

Trade Type: sell, trade, want, item games other
Description: I will trade or sell Tomb Raider: The Hidden Trilogy, Street Fighter Alpha 2, and the original Twisted Metal. I would trade or buy for a good price. Italian 2, Rainbow 3, Rally Cross, any good RPG or any others

Chris Crowe

ShadowW@bellsouth.com
6163 Watchtower Circle
Richmond, Virginia 23237

Trade Type: sell, want, item accessories games
Description: Metal Combat 3 game with strategy guide—willing to pay around \$100. Also looking for used or new Namco fight systems, a used Nag-Can controller, (KACV) looking for the new Sony Dual Analog Controllers with force-feedback and the cool red or black colors. Can't find ANYwhere that sells them for a reasonable price!! This device is also open to game shops that are online that can meet my needs

Paul Choi

gchoi@bbs.bnd.ca
Trade Type: want
Item: console system, accessories games

Description: Looking for used PS virth power cable—willing to pay around \$100. Also looking for used or new Namco fight systems, a used Nag-Can controller, (KACV) looking for the new Sony Dual Analog Controllers with force-feedback and the cool red or black colors. Can't find ANYwhere that sells them for a reasonable price!! This device is also open to game shops that are online that can meet my needs

Kristi Langheirich

kristi@bellsouth.com
Trade Type: sell, trade, item games
Description: Numerous games for sale or trade. E-mail me for games you are interested in

Got some old games lying around just collecting dust? Maybe you've already tried the old "I got these by mistake for my birthday" excuse at every shop in town, but no one will trade them? Then get rid of 'em here, for free!

Adam Hall

ruft@bellsouth.net
25125 HWY 30
Carril, Iowa 51401

Trade Type: trade, item games
Description: I would like to trade my Twisted Metal and Playstation Fists for NASCAR

Amish Gupta

AmishG@bellsouth.com
6514 Hilltop Dr.
Troy, Michigan 48066

Trade Type: want, item games
Description: Anybody want to sell their Resident Evil? Please notify me if it's willing

Daniel Mills

sephrast@bellsouth.net
415 Meadowlark Dr.
Smyrna, Tennessee 37067

Trade Type: want, item games
Description: Does anyone have a used Total 2? I'll offer \$40 for it

Shawn Leonard

Puffyquid@aol.com
3701 IV 108 St.
Inglewood, California 90303

Trade Type: sell, trade, item games
Description: I want to either trade Destruction Derby 2 or sell it since I have 2. E-mail me for info

Mitch Pasarelli

mipasare@bellsouth.net
36 Andrea Ln.
Carrington, Georgia 30117

Trade Type: sell, item games
Item: console system accessories, games
Description: PS with 10 games, memory card and controllers. Games include: Tekken 2, MK7, SF2X, NFL, GD 39. E-mail for more details \$200

Chris Steinaker

coast07@bellsouth.net
P.O. Box 233
Ash, Pennsylvania 15410

Trade Type: sell, trade, item games
Description: I have Technic's Destruction and Alien Thrasher that I would like to sell or trade. Both are in perfect condition complete with instructions. I'm looking for Total 1, The Alien Trilogy, Twisted Metal, or Jet Moto. Send me your best deal!

Get Rid of Old Games!

If you'd like to place your own, totally free ad in PSM, just jot down your name, address and/or e-mail, tell us whether you're looking to trade, sell, or both, and give us a brief description of what you're offering or want. Send all of that info to:

PSM Marketplace, c/o Imagine Publishing, 150 North Hill Drive, Brisbane, CA 94005.

BTW, we can't vouch for the credibility of any of the people who place ads here, so swap at your own risk!

COMING NEXT MONTH IN ISSUE FOUR OF

PSM
 PLAYSTATION MAGAZINE


Holiday Special '97

**PSMERRY
CHRISTMAS!**

The Holidays only come once a year, so don't let Santa stuff your stocking with crap! *Don't you dare* fill out that shopping list until you've read our special Holiday feature, where we'll fill you in on the top games, peripherals, and other cool PlayStation-related items that you probably didn't think of. If you *don't* give us a look, then you can only blame yourself when you wake up to find *Crow: City of Angels* under your tree.

Lara Croft Returns

She's back—Lara's *finally* back! Videogaming's reigning Queen is set to blow us away once again with the highly-anticipated *Tomb Raider 2*, and we're planning an insane amount of coverage. Who in their right mind would want to miss this? Besides, you'll make Lara angry if you do, which isn't a very good idea....



The Women of PlayStation

In honor of Lara's return, we're putting together a special tribute to the lovely (and often lethal) ladies of PlayStation. We'll list our faves, talk about the woman's role in videogames, and take a look at the new batch of videogame heroines that are vying to fill Lara's boots.

Don't forget about our regular top-notch features:

- ▶ The latest PlayStation headlines
- ▶ The newest PlayStation codes
- ▶ The most PlayStation games

Absolutely EVERYTHING that has to do with PlayStation!



And look for major coverage of big new games, like:

- ▶ Blasto
- ▶ Pandemonium 2
- ▶ In the Zone '98
- ▶ NBA Shootout '98
- ▶ Batman & Robin
- ▶ Breath of Fire III
- ▶ San Francisco Rush
- ▶ Metal Gear Solid
- ▶ Resident Evil II

And that ain't all!



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ID

EGO

LIBIDO



Satisfy all your needs, wants and desires.

Descend into the all new psychotic world of Pandemonium 2 and twist reality inside out. Explore a whacked-out psychedelic landscape with Nikki's insane double jump—then dominate with Fergus' maniacal attacks by hurling his viper-tongued



side-kick Sid for skull crushing good times. Navigate the undulating 3D hyper-kinetic backgrounds 'till it turns your brain to pudding. Hey...it's a twisted new world of furious gameplay that'll devour you before you truly understand it. So have a good trip.



Fergus is a raving music prone to light fire now and ask questions later.



Nikki—equipped with powers that only big bad girls have.



Pilot a giant mech through warped 3D tunnels.



Hidden bones reveal later you to funky new places.

Pandemonium 2



Call 1.800.771.3272 for
Game Rating Information



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